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VOLUME 1  
ISSUE 8



Official  
U.S.

# PlayStation

Magazine

## Tekken 3



May 1998  
\$7.99 U.S.  
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## HOW TO START THE MOTHER OF ALL WARS

*{or why deception, cruelty and betrayal are your friends}*



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*{or further discussions from the annals of shoot first, ask questions later}*



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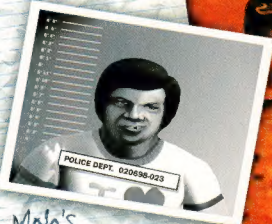
**SQUARESOFT**





# What kind of a Psycho Drives a School Bus Into a War Zone?

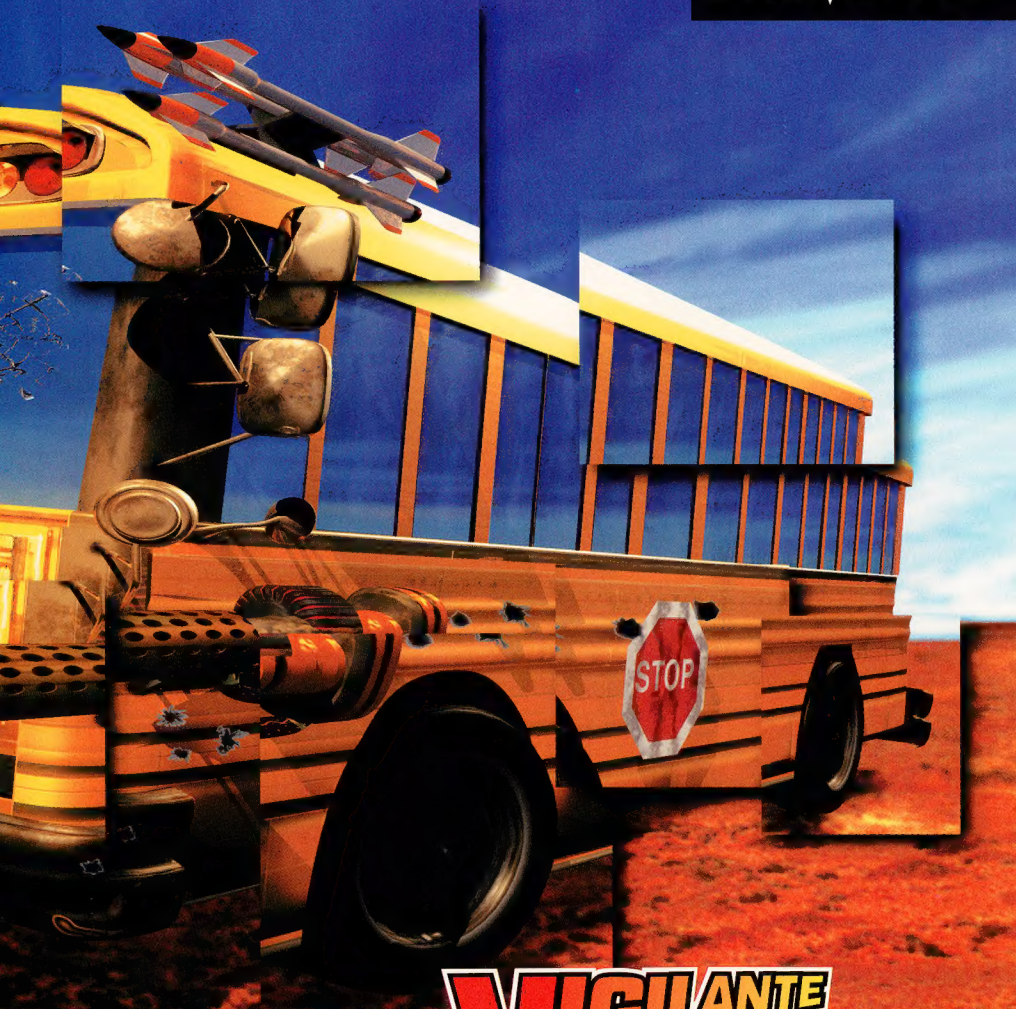
Meet Molo, up-and-coming  
bus-jacker from The Big Apple.  
Too bad his  
I.Q. is  
dwarfed by  
his belt size.  
Kicked out  
of school  
for poor  
citizenship, Molo's  
lookin' to get his "A" in  
automotive ass-whuppin'!



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# VIGILANTE 8

*So Much Power  
It's Crazy.*

## From the Editor



Although only one U.S. game (*Rampage World Tour*) has been documented as actually including human nudity (*Ghost in the Shell* doesn't really count; the main character's actually an android), several games have come pretty close. Here are a few examples, counter-clockwise, from bottom right: *Rampage*, *Dead or Alive*, *Tomb Raider II*, *Ghost in the Shell* and the campy Japanese shooter *Chonkiki*.



I was reading an interesting letter the other day in response to my last editorial about censorship. The reader wanted to know why there haven't been any naked people in a console video game yet. Surely, he reasoned, that naked people exist in this world and they should be represented. I'm sure many people would agree. The funny thing is that there actually have been some naked people in a domestically released PlayStation game. The recently released *Rampage* had monsters who reverted back to human form when they ran out of energy, and these were fully naked guys and gals. OK, so they were really, really, really tiny characters on screen, but there they were. Other games have come close, but hats off to Midway for going the full monty. Getting back to the point raised, would any games truly benefit from having real nudity? There would obviously be a market for titles whose main selling point is nudity, but the question is what would it add to your average game? For example, would *Resident Evil 2* be any more gritty and dramatic if it had nudity? Did it suffer because it didn't? The question here is using naked bodies (partially or full) for effect much in the same way bloody zombies are used in *RE2* to illicit an emotional response. In my opinion, I don't think it would add anything substantial to the gaming experience. I'm not saying I wouldn't mind seeing it, and I certainly think that there can be some interesting titles developed around nudity, but I won't lose any sleep over a lack of naked people in games.

So, will the naked people ever be let loose onto the gaming landscape? You can never say never, and for all I know, there could be a slew of such titles shown at the upcoming Electronic Entertainment Expo (E3) which takes place in the latter half of May. Just don't hold your breath, er...I mean breath.

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The Official U.S. PlayStation Magazine is the only Sony Computer Entertainment America-licensed magazine and is published by Ziff-Davis Inc. through an exclusive arrangement. As such, OPM remains independent from SCEA, and is a critical, autonomous voice that helps readers get more out of their PlayStation system by delivering the most current, comprehensive and candid coverage of PlayStation software and hardware.

**Wataru Maruyama**  
Editor in Chief

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GameSource Monthly  
(on-line) September 1997

"Revives a lost gaming genre and takes it to new heights."

Game Informer, August 1997

"...one of the deepest, most involving, and most cleverly designed games ever released on PlayStation."

Next Generation, November 1997

"...a rarity in today's sequel-studded market: a completely fresh idea."

PSX Magazine, May 1997

"...manages to enmesh the player in engaging character and fantastical story."

GamePro, December 1996

"...the kind of unique gameplay and killer graphics that will rocket it straight into the PlayStation hall of fame."

GamePro, October 1997

"Best of the bunch 1997"

Animation World Magazine

"Best Director of Animation CD"

World Animation Celebration

Critics are  
losing their heads...



Editor's Choice Award



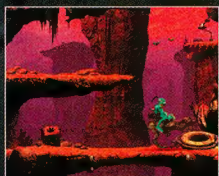
Top 10 Best Games 1997



1997 Best Platform Game



PlayStation Galleria



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Blackburn, OR • David Garlow, NY  
**Lights Out Cube** David Drucker, SC •  
Chris Howard, IL • Zack Stamp, MI •  
Jesse Bergamy, GA  
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**Blasto**





# contents

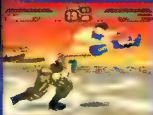
## Tekken 3



Wat travelled to Namco's U.S. offices and returned with many tales of what may turn out to be the greatest fighting game ever.

42

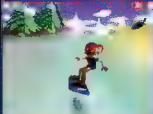
## 10 Best PS Fighters



Continuing our fighting theme, the OPM editors compiled a list of what we consider to be the 10 best fighting games for the PlayStation.

90

## 3 from Psygnosis



Gary and Bob hit the slopes of Lake Tahoe, Nev., to pick up some boarding tips and info on Psygnosis' big 1998 releases.

96

## Kain 2: Soul Reaver



We spoke with Crystal Dynamics to get the inside information on the revolutionary update to their dark action/RPG.

56

## Tekken 3 Strategy



Rounding out this month's fighter coverage is a Tekken 3 strategy, complete with strings and combos for all the basic characters.

102

## PS news

Tiger Woods teams up with EA Sports to work on a new golf game, and the wacky Bust A Move is confirmed for the U.S.



14

## letters

We address "wobbling" TV screens, hearing-impaired video gamers and the great Jerry Springer controversies!



20

## previews

### demo disc

Gex: Enter the Gecko, Einhänder and Klonoa are all playable.



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### U.S. previews

See Tekken 3, Kain 2, The Unholy War and SCEA's NFL Extreme!



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### international

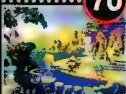
The results from our International Games survey are in!



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## reviews

We put Blasto, Dead or Alive, SaGa Frontier, Diablo and Einhänder to the ultimate test. See how they fared.



70

## PS strategy

It's a Tekken 3 extravaganza, with the most complex and challenging moves and combos for all the basic characters.



102

## tricks

This month's Tricks section includes level codes and other assorted cheats for Skullmonkeys, Gex: Enter the Gecko and much more!



114

## g.e.a.r.

We take a look at a selection of new televisions, as well as Sony's new PlayStation-interfaced, Tomagotchi-sized personal data assistant (PDA).



120

## Catching a Tiger by its Tail

Show me the money!  
**cha-ching!**

**EA signs Tiger Woods for new golf game series**

Electronic Arts has announced that they signed a worldwide licensing agreement with Tiger Woods to develop a series of interactive golf titles for both the PlayStation and the PS

version set for a summer release. "I am thrilled to join the EA Sports team," said Tiger. "I've played video games for many years. The chance to work with the top brand in sports gaming and play a key role in the design of an interactive golf product will be an exciting challenge." In future versions of the game, Woods will join 14 other golf pros such as Tom Kite, Lee Janzen and Davis Love III and play in PGA Tour mainstay locales like Pebble Beach Golf Links and TPC at Sawgrass. As always, the games will have EA's TV-style presentation and color

commentary. The PGA Tour franchise has been in decline in recent years, but this move seems to be the much-needed boost golf fans have been waiting for. Tiger is the latest and biggest athlete to lend his name and supervision to a video game title and hopefully he won't suffer the jinx that has befallen other stars that have come before him (similar to the *Sports Illustrated* curse). Financial terms of the four-year deal were not disclosed.

As one of the most charismatic and gifted athletes ever to play the game, Tiger's endorsement should make EA's next golf offering a roaring success.



Tiger will help out in making the next PGA Tour game the best it can be.

## Snippets

### Mega Man name finalized

After multiple changes, the new 3D Mega Man title (formerly known as Mega Man Neo, Nova, Adventures and just plain Mega Man) is officially Mega Man Legends. So there.

**More C&C, but no music factory**  
Westwood Studios is readying Retaillon which is a port of the PC add-on missions Counterstrike and Aftermath. The title is slated for a summer release.



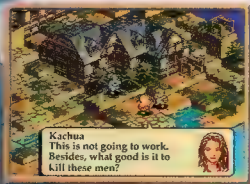


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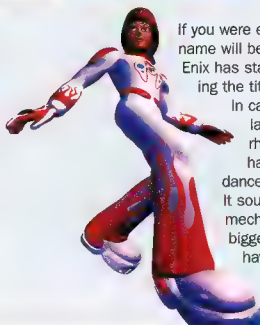
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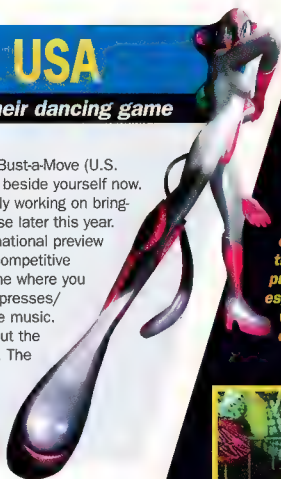
## It's Dance Party USA

Enix announces the U.S. release of their dancing game



If you were excited by our preview of Bust-a-Move (U.S. name will be different), then you'll be beside yourself now. Enix has stated that they are currently working on bringing the title to the U.S. for a release later this year.

In case you missed the international preview last issue, the game is a competitive rhythm and reflex-style game where you have to match your button presses/dance moves to the beat of the music. It sounds a lot like PaRappa, but the mechanics are quite different. The biggest plus is that you can have two people playing against each other at the same time.



## Lara is One of the Greatest

You saw it in our last issue and now you can see it on TV. *Tomb Raider* is the newest game to join the Greatest Hits line for a MSRP of \$24.95. The amusing commercial shows the unstoppable combination of Lara and the low price point of the Greatest Hits motivating manic purchase of the PlayStation console, especially among obsessed fathers who will buy their sons anything in order to get close to Ms. Croft.



## PlayStation to receive updated VCS classics?

**A**ccording to a document filed with the SEC, toy giant Hasbro recently purchased all Atari assets—including the intellectual property and licensing rights for such classics as Asteroids, Missile Command, Centipede and Tempest—from JTS Corporation, a maker of disk drives and other computer peripherals, for the paltry sum of \$5 million. Having recently acquired Tiger Electronics for \$335 million, Hasbro seems to be on a shopping spree as of late. Their intentions?

Considering the success of their recent Frogger update, Hasbro may be planning similar PlayStation and PC updates for classic



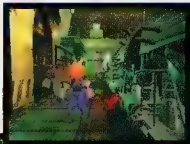
Atari arcade and VCS (2600) titles. 3D Yar's Revenge, anyone?



## Top 10 Sales of 1997 PlayStation Games

To make up for the lack of our Top 20 last month, we present you with this bonus roundup of the top 10-selling PS titles of last year.

- 1 **FINAL FANTASY VII** SCEA
- 2 **NFL GAMEDAY '98** SCEA
- 3 **MADDEN NFL 98** EA
- 4 **CRASH BANDICOOT** SCEA
- 5 **NBA LIVE '98** EA
- 6 **TOMB RAIDER II** EIDOS
- 7 **CRASH BANDICOOT 2** SCEA
- 8 **NASCAR 98** EA
- 9 **JET MOTO** SCEA
- 10 **TWISTED METAL 2** SCEA



Source: NPD TRSTS Video Games, December, 1997. Call then at (516) 625-2345 for questions regarding this list. Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the OPM staff.



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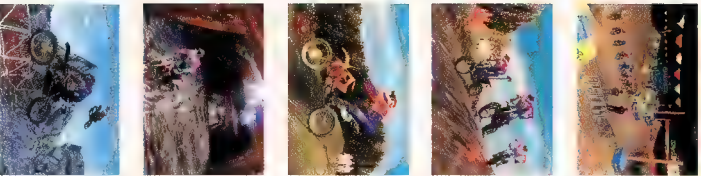
Compete against a ghost rider simulation of your best time

## Get a Grip

Plug in a Sony Analog Controller for precise handling.

# JEREMY MCGRATH SUPER CROSS 98

Jeremy "Showtime" McGrath  
7-time AMA Motocross Champion



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Swamp the details

ACCLAIM™  
**SPORTS**  
WWW.ACCLAIMSPORTS.COM

# NOTHING OUTRUNS THE LONG ARM OF THE LAW.

In the 21st century, a license to kill and heavily armed, turbo-charged patrol vehicles are all you need to keep the peace. Just don't get blown to pieces in the process.



©1997 Interplay Productions. Crime Killer Polygon Engine. ©1996 Pixelogic Ltd. All rights reserved. Crime Killer and Interplay, the Interplay logo and "By Gamers, For Gamers" are trademarks of Interplay Productions. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. All rights reserved. Microsoft, Windows and the Windows logo are registered trademarks of Microsoft Corporation. All other trademarks and copyrights are properties of their respective owners. All rights reserved.





Patrol the streets at a breakneck 60 frames per second.

Bring in law breakers dead or alive (or barely alive) with high-powered non-lethal or lethal weapons like the Magnum.

Maintain the peace with the Tron Patrol, the Eagle or Wing - you're a crack shot the whole time.

Real-time 3D environments with complete freedom of movement for characters in the field.

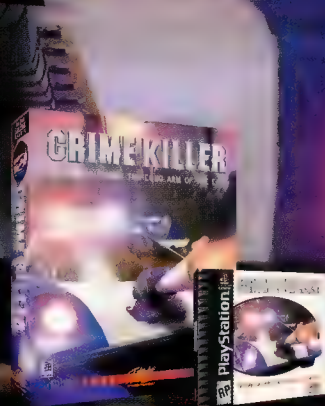
Over 20 levels of adrenaline-pumping high speed criminal pursuit missions - all caught on interior or exterior cameras.

Call for back-up with 1 or 2-player split screen action on the Sony Playstation, or with 4-players via LAN on the PC.

© Sony PlayStation™ version only.

# CRIME KILLER™

THE PURSUIT BEGINS SPRING '98



**"AT 60 FRAMES PER SECOND,  
THE... VIEW ABSOLUTELY SCREAMS."**

**- ULTRA GAME PLAYERS**



## The Party Line?

Dear OPM,

Issue #5 was yet another winner. Your covers keep getting better; please keep them simple and uncluttered (kudos to your design team for the best use of a plastic bag). But it's not surprising that you're getting some negative feedback. After all, most "official" magazines tend to be no more than the house organ, praising pretty much everything and not really dissecting poor-quality titles. So far, you've been quite honest, and I hope that people will actually read, understand and hold you guys to your Mission Statement—and also realize that "endorsed by" does not mean "published by."

Greg Wilcox  
Bronx, NY

*Thanks for your support, Greg. There is indeed an amusing misconception floating around certain parts of the industry that our relationship with SCEA somehow requires us to get their approval before publishing each issue. Aside from the fact that such a practice would be a logistical nightmare (our offices are, after all, about 1,800 miles apart), our Mission Statement specifically states that we are an independent, autonomous publication. Perhaps we should use smaller words?*

## Demo Deficit

Dear OPM,

I love everything about your magazine: the letters, codes, strategy, tricks, etc. The only thing I don't like is how small your discs seem to be getting. From October to December, the playables were an average of six an issue. From January to March, there were an average of three per issue. See what I mean?

Felton Anderson, Jr.  
Via fax

*We do see what you mean, and we wish we could have more on there. The way we see it, there are basically two reasons why the number of demos have dropped. First,*

*the first two quarters of the year are usually an off-season for new games, since most companies want to release their games around Christmas to take advantage of the huge surge in retail sales. Since a game has to be close to complete for the company to release a demo, that means the majority of games are not demo-ready until the third or fourth quarter of the year. Secondly, we're still a relatively new magazine, and it's likely that some companies are waiting to see how we're selling (quite well, thank you)—and how our discs affect their sales—before putting forth the effort to prepare a demo. But don't worry, you can expect to see more playable demos from this issue forward.*

## A PlayStation Widow

Dear OPM,

I have just received a copy of your March '98 magazine. I just wanted to say I appreciate your work on this interesting magazine. But here's my problem: I am a wife of a loyal PlayStation man. First it was Lara Croft. Now it's Final Fantasy Tactics. Will I ever get to see my husband again?

Sarah Garrison  
Jersey City, NJ

*Sarah, we're sorry to say it, but he's probably gone for good. Once you step into the world of the PlayStation, you can NEVER LEAVE! Bwahahaha!*

*Actually, considering that we all use our PlayStations for eight-plus hours a day, we're hardly in a position to talk about moderation; however, like anything else, too much of a good thing can indeed be harmful. So we would like to make a plea to all PlayStation husbands: Guys, put down the controller for a while and talk to your wives. Take 'em out to dinner. Go see a movie—or better yet, a local theater production. Just don't let what happened to Sarah happen to your wife.*

*Besides, you can always play after she's gone to bed!*

How do you like the mag? What about the design? Are we leaving anything out?

Let us know!

To get special attention as far as design and content issues go, label your Letters or e-mails with the heading: PlayStation Magazine suggestions c/o the Official U.S. PlayStation Magazine at the addresses on the next letters page.

We can't wait to hear from you.





**The ROAD RASH™ Blood Drive**



# "JOIN US IN THE RACE TO GIVE BLOOD."

Peter Plasma



**A wreck like this can  
save up to six people!**

*RACING + COMBAT = DONATIONS!*

*To finish this vital equation, we need your help.*

*By engaging in combat at extremely high speeds,  
you'll send relief to the people who need it most.*



"I'm a quart low!"



"Hemoglobin please!"

## **ROAD RASH™ 3D**

*It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world.  
And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.*

[www.roadrash.com](http://www.roadrash.com) ELECTRONIC ARTS™



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## Bouncy Screen

Dear OPM,

When I use my PlayStation on my downstairs TV it will wobble up and down and up and down. When I use it on my other TVs, like my 32-inch Mitsubishi, it works fine. Is there a reason for this? Is there ANYTHING that can help?  
Wilba, your fan  
Sudbury, MA

*It sounds like you have an older Zenith TV. For some reason, a few select models of Zenith televisions have trouble processing the signal from the PlayStation. (Zenith is the only manufacturer we've heard of that has this problem, but others may exist.) If you absolutely need to use the problem television, call Sony Technical Support at 1-800-345-SONY and have your PlayStation serial number handy, as well as the make and model number of the TV. They can give you the specific instructions you'll need.*

## Read the Fine Print!

Dear OPM,

Is it true that there is going to be a game about Jerry Springer? If so, who's making it, and when is it coming out? Please answer, it's the first time I've written to a game magazine.  
Travis Butterfield  
Warren, OH



*Yes, but it'll only be available for the Vice Versa. No, seriously, if you look just below the news item in Issue #6 about the Best and Worst Game Ideas (page 15), you'll see that we fess up to fabricating every one—except the Spice Girls Game, which is actually coming out sometime this year, if you can believe it. Today on Jerry Springer: Gullible Gamers! Just kidding, Travis.*

## Sign Language

Dear OPM,

My little brother is deaf—can't hear a friggin' thing. But he loves video games, and so do I. We play them for hours every day. My question is this: Why don't games that have speech (like the Resident Evil series or Gex: Enter the Gecko) implement a closed-captioning feature for the hearing-impaired? Deaf people play video games, too. If implementing their own closed-captioning feature is too hard, then why not make use of television and external decoders? It breaks my heart when I see my lil' bro signing to me, "What's going on?" or, "What's happening here?" He loves Final Fantasy VII, because all of the dialogue and narrations are all text, so I don't see why it would be so hard to put a CC feature into games. It couldn't hurt sales, and it would definitely increase the gaming market demographically. It certainly can't be memory-consuming, because it's just text.

Nick Colella  
Bradford, PA

*Nick, we wouldn't be surprised if that oversight on the part of game developers is just that, an oversight. It may be that they've simply never considered including closed captioning in video games. But now that you've brought it to our attention, we'll make sure to mention it when talking to companies about games containing spoken dialogue. Hopefully, we can help them realize that it is, in fact, a problem that should be addressed.*

## Could You Be More Specific?

Dear OPM,

I want to know, what is the password for the man and the woman?  
Christian Janegri  
San Jose, CA

Yes.

### snail mail:

PlayStation Magazine  
1920 Highland Ave.  
Lombard, IL 60148

### fax:

If you need to reach us now  
630 916 7227

### e-mail:

Please note our NEW ADDRESS!  
opm@zd.com



MIDWAY  
PRESENTS

# ARCADE GREATEST HITS

THE ATARI COLLECTION 2



Six great hits now for your PlayStation™Game Console!

**MIDWAY**

**ROADBLASTERS**

**MARBLE  
MADNESS**

**PAPERBOY**



**millipede**

**CRYSTAL CASTLES**

**GAUNTLET**

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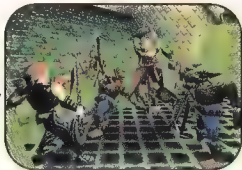
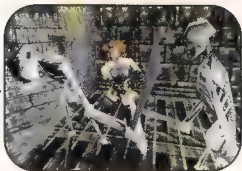
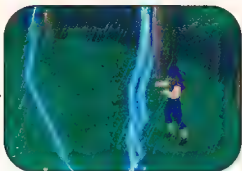


**Light Burn**, most commonly brought on by prolonged exposure to arc welding, bright snow, tanning lamps and intense 3-D game graphics.

To receive playing tips and reduce your chances of light burn, call the **Eidos Hint Line (900) 773-4367**.

Cost of call \$0.95/minute. Must be 18 years or have parent's permission. Touch tone phone required.





Light burn. It's the silent injury. Severe pain may not occur until up to six hours after initial exposure to Eidos games like Deathtrap Dungeon and Ninja. At which point, despite all protests, the player must stop playing and be put to rest in a darkened room. Because it's all fun and gameplay until someone loses an eye.

**EIDOS**  
INTERACTIVE

**You've been warned.**

[www.eidosinteractive.com](http://www.eidosinteractive.com)



## Top 20

The best-selling U.S. PlayStation titles as reported by the nation's top retailers.

1

## Resident Evil 2

PUBLISHER: CAPCOM  
GENRE: ADVENTURE

LAST MONTH: —  
RELEASE DATE: JAN. 1998



To no one's surprise, Capcom's sequel to the enormously successful Resident Evil easily slashed its way to the top of the charts in its first month.

2

## WCW Nitro

PUBLISHER: T\*HQ  
GENRE: WRESTLING

LAST MONTH: —  
RELEASE DATE: NOV. 1997



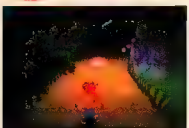
T\*HQ's newest wrestling "simulation" hit it big with WCW fans, pushing WCW vs. The World out of the Top 20 and underscoring the fact that rasslin' is big business.

3

## Crash Bandicoot 2

PUBLISHER: SCEA  
GENRE: PLATFORM

LAST MONTH: 2  
RELEASE DATE: OCT. 1997



Slipping a notch from number two is SCEA's mascot platformer. Nevertheless, Crash is still going strong well after the release of his second game.

4

## Tomb Raider II

PUBLISHER: EIDOS  
GENRE: ACTION

LAST MONTH: 1  
RELEASE DATE: NOV. 1997



What else could have knocked Lara Croft from the top spot but Resident Evil 2? She still holds a special place in the hearts of adventure fans, however.

5

## Crash Bandicoot

PUBLISHER: SCEA  
GENRE: PLATFORM

LAST MONTH: 5  
RELEASE DATE: SEPT. 1996

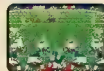


Buoyed by its Greatest Hits price and the attention of the sequel, the original Crash is holding steady at number five more than a year after its release.

## 6 NFL GameDay 98

PUBLISHER: SCEA  
GENRE: SPORTS

LAST MONTH: 4  
RELEASE DATE: AUG. 1997



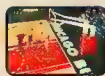
Just slipping out of the Top Five is SCEA's all-polygons-all-the-time gridiron masterpiece. Perhaps only the upcoming NFL Extreme can knock it out.

## 7 NBA Live 98

PUBLISHER: EA SPORTS  
GENRE: SPORTS

LAST MONTH: 3  
RELEASE DATE: SEPT. 1997

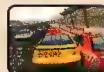
The newest installment in EA Sports' venerable basketball series more than satisfied the requests of the many fans of the series.



## 8 NASCAR 98

PUBLISHER: EA SPORTS  
GENRE: RACING

LAST MONTH: 7  
RELEASE DATE: SEPT. 1997



A wide range of simulation options and a Southern-fried rock soundtrack help NASCAR 98 keep puttin' on the miles, slipping only one spot.

## 9 Jet Moto

PUBLISHER: SCEA  
GENRE: RACING

LAST MONTH: 11  
RELEASE DATE: NOV. 1996

In an unexpected turn, the original Jet Moto claims the spot held most recently by its sequel. Perhaps gamers aren't sure which to buy...



## 10 Jet Moto 2

PUBLISHER: SCEA  
GENRE: RACING

LAST MONTH: 9  
RELEASE DATE: NOV. 1997



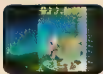
Having been nudged down a spot by its predecessor, Jet Moto 2 continues to hold strong at a very respectable number 10.

## 11 Final Fantasy VII

PUBLISHER: SCEA  
GENRE: RPG

LAST MONTH: 8  
RELEASE DATE: AUG. 1997

Dropping slowly but surely is SCEA's newest RPG classic, perhaps due simply to the fact that almost everyone already owns it



## 12 Madden NFL 98

PUBLISHER: EA SPORTS  
GENRE: SPORTS

LAST MONTH: 6  
RELEASE DATE: AUG. 1997



After almost a decade of gaming, Madden continues to exhibit strong sales of his trademark video football franchise.

Send your votes for the readers' 10 most wanted games to:  
Official PlayStation Magazine  
Attn: Readers' 10 Most Wanted  
1920 Highland Ave.  
Lombard, IL 60148  
or e-mail us at: bob\_conlon@zd.com



*Come to*

---

SAGA FRONTIER™

---



*Emelia*



*Lute*



*Red*



*Asellus*



*T260G*



*Riki*



*Blue*

WELCOME TO YOUR  
IDENTITY CRISIS.



This is

## SaGa Frontier™

A place where you will  
wander through vast palaces.

Seek salvation in lush jungles.  
And shop in dark cities.

You will hone your magical skills.  
Face malicious opponents.

And probably end up with a multiple  
personality disorder.

Because you haven't achieved  
anything

until you've lived the lives  
and completed the quests

of 7 different people.

### SHINGROW PALACE

*Nothing's as good as revenge. As Red, you'll battle Black X, the man who killed your family. As Emelia, you'll enter the martial arts tournament to avenge the death of your lover. Just remember to stretch before strenuous activity.*



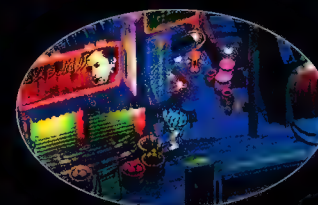
### MANHATTAN

*The busiest shopping mall. And a prison. As Red, Manhattan is the beginning of the end of your quest. As Emelia, this is just the beginning of the beginning.*



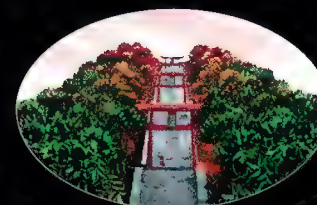
### KOORONG

*It's a dirty metropolis and a hotbed of crime. As Blue, this is where you set off on the quest to kill your twin brother. And as the robot T260G, your lost past forces you to ask such questions as: Who am I? What is my mission? And, where can I find a good mechanic?*



### DEVIN

*"I see a shiny new gun in your future." Small stalls offer fortune-telling services. This is also where Blue and Emelia attain some wisdom on the Rune quest.*



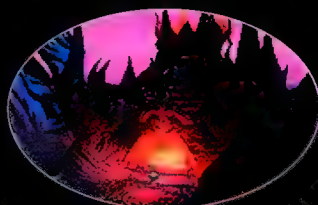
Meet exciting people and shoot, stab or put spells on them.

Lose yourself in breathtaking views as you run for your life.

No vacation would be complete without a prison break.

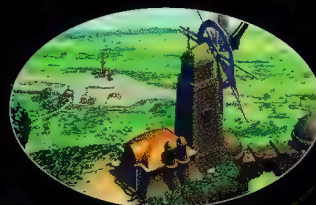
Activities range from music and sailing to killing your brother.

Unless you die, you'll have memories that will last forever.



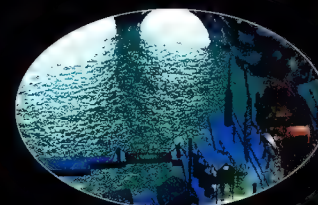
### FACINATURU

*You are Asellus. A transfusion of human and Mystic blood courses through your veins. This is where you've been resurrected, and thus begins your tragic wandering of conflicting passions.*



### YORKLAND

*Serenity. Nature. A windmill. This is Yorkland, the birthplace of the musician Lute. But, as Riki, a millionaire gives you a ring. No, it's not love. It's one of the 8 legendary rings you need to save your decaying planet.*



### NELSON HARBOR

*A military port hidden in a cave? Not the best place to get a tan, but it is where you get the best rates for converting gold to cash.*



### PACK YOUR BAGS

*This is only a sampling of the places you'll go with us. And as you vie for glory, acceptance or just world salvation, you'll surely be thinking, "If only my friends could see me now."*

www.playstation.com



**SQUARESOFT®**



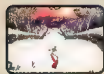
PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. ©1997, 1998 Square Co., Ltd. All rights reserved. SquareSoft is a registered trademark of Square Co., Ltd. Saga Frontier is a trademark of Square Co., Ltd.



## 13 Cool Boarders 2

PUBLISHER: SCEA  
GENRE: RACING

LAST MONTH: 14  
RELEASE DATE: Nov. 1997



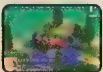
The PlayStation's second snowboarding title continues to work its way slowly up the Top 20 hill. It will soon face some competition, though.

## 14 Final Fantasy Tactics

PUBLISHER: SCEA  
GENRE: STRATEGY/RPG

LAST MONTH: —  
RELEASE DATE: JAN. 1998

RPG addicts for whom Final Fantasy VII wasn't enough turned last month to Final Fantasy Tactics, a game with a very complex strategic side.



## 15 2Xtreme

PUBLISHER: SCEA  
GENRE: RACING

LAST MONTH: 12  
RELEASE DATE: Nov. 1996



Extreme games continue to delight fans of fast-moving mayhem, as evidenced by the continued success of SCEA's unusual downhill racer.

## 16 Twisted Metal

PUBLISHER: SCEA  
GENRE: ACTION

LAST MONTH: 15  
RELEASE DATE: Nov. 1995

SingleTrac's game of vehicular combat drops one spot, but still manages to stay in the Top 20 more than two years after its release...



## 17 Twisted Metal 2

PUBLISHER: SCEA  
GENRE: ACTION

LAST MONTH: —  
RELEASE DATE: Nov. 1996



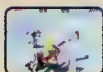
...and its sequel pops back into the Top 20, showing everyone loves to blow cars up. Will Twisted Metal 3 be far behind?

## 18 Tekken

PUBLISHER: NAMCO  
GENRE: FIGHTING

LAST MONTH: —  
RELEASE DATE: Nov. 1995

The game that started a legacy returns to the countdown as fans eager for Tekken 3 bolster their fighting game libraries.



## 19 Resident Evil: Director's Cut

PUBLISHER: CAPCOM  
GENRE: ADVENTURE

LAST MONTH: 5  
RELEASE DATE: SEPT. 1997



Resident Evil 2's debut at number one has a devastating effect on the Director's Cut, which drops a terrifying 14 spots.

## 20 Bushido Blade

PUBLISHER: SCEA  
GENRE: FIGHTING

LAST MONTH: 7  
RELEASE DATE: OCT. 1997

With gamers still discovering the many secrets in this unusual fighter, Bushido Blade manages to hang on to the last rung of the Top 20.



Source: NPD TRSTS Video Games, Nov 2-29, 1997

Call them at (516) 625-0700 for questions regarding this list.

Note: No games for competing console systems (e.g. N64, Sega Saturn, etc.) were included. Overall sales figures may vary. Game descriptions are written by the OPM staff.



# PRESENTS

## 10 Most Wanted

As compiled by our attractive, intelligent readers

- 1 **Tekken 3** By the time you read this, it should be available. What are you waiting for?
- 2 **Final Fantasy Tactics** The most complex RPG ever.
- 3 **Metal Gear Solid** All right, enough talk, when can we PLAY it?!
- 4 **Twisted Metal 2** The sequel to the best-selling car game.
- 5 **Mega Man Neo—er, Nova—er, Legends** Call it what you will, it's still hotly anticipated.
- 6 **Parasite Eve** Squaresoft fans are salivating for a U.S. release of this dark game.
- 7 **PaRappa 2** The developers teased us at the end of the original, but have yet to deliver!
- 8 **Resident Evil: Director's Cut** The original is still a classic.
- 9 **San Francisco Rush** This one was seriously delayed, which only heightens expectations.
- 10 **Dead or Alive** Tecmo's buoyant new brawler has fighting fans salivating.

## Send in your votes!

Your pics could win you some cool stuff from ASC!



Send in your votes for most-wanted games and you'll have a chance to win a free game from ASC every month! Send your lists to:

Readers Most Wanted c/o  
The Official U.S. PlayStation Magazine  
1920 Highland Ave Suite 222  
Lombard, IL 60148

Please include your name and address!

The winners for April and May are:

Armin J. Zellers

Paradise, California

Ian McGinnis

Lynnwood, Washington

Congratulations! Your games are in the mail!

## Editors' Top 3

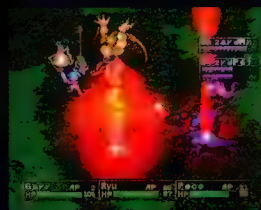
What we've been playing instead of working

- 1 **NFL Blitz** After Midway sent an arcade unit to our offices, all work ground to a halt.
- 2 **Tomba** SCEA's wacky new platform/RPG has tons of quests to solve.
- 3 **Dead or Alive** Wat has embarked on a mission to unlock every skimpy outfit.

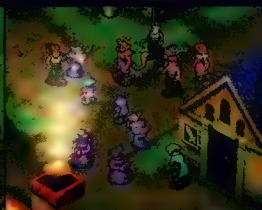
A MYSTERIOUS POWER...

AN UNLIKELY HERO...

A CLASSIC ADVENTURE.



Unleash the power of Fire Blast and 50 other spectacular magic spells.



Choose your allies well. Gain experience and master the skills needed to survive in this epic 3-D world.



Release the dragons inside...transform into many different forms, each with unique special abilities.



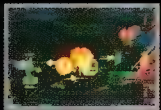
# BREATH OF FIRE III

The lone survivor of a legendary dragon clan, a rebellious youth embarks on a great journey. One of discovery...and danger.

An inner power of uncertain origin forces Ryu to become a warrior. Unwillingly driven by this power, the young hero is led down a path to discover his history. What lies there is shrouded in mystery... yet strangely familiar.

Now you possess the power to control his destiny...and yours.





up	move up
not used	△
down	move down
switch gunpods	○
left	move left
fire bottom gunpod	□
right	move right
fire top gunpod	×
R1	switch gun pod
switch gun pod	L1
R2	accelerate ship
decelerate ship	L2

## Demo disc

How they play

# Einhänder

Shooters return thanks to Square

**B**ack in the days of 16-Bit, shooters were all the rage. With the dawn of the 32-Bit era, the genre appeared to have died. Well, the good folks at Square are bringing it back with *Einhänder*.

The game plays like a standard side-scrolling shooter. You move your ship around, collecting power-ups and blasting enemies that constantly attack you. There are points, however, that make *Einhänder* stand out.

One of these points is the gorgeous 3D graphics. As you fly through the stage, the viewpoint shifts at certain areas to change your ship's direction.

The multitudes of enemies you face also look incredible, especially the huge Bosses.

To attack the enemies, you can collect different weapons that attach to the top and bottom of your ship. Ammo for these weapons is limited, so shoot carefully.

HOT GRAPHICS AND HOTTER ACTION KEEP YOU ON YOUR TOES.



## STATS

THEME

Shooter

# OF PLAYERS

1

% COMPLETE

95%

AVAILABILITY

Now

PUBLISHER

SCEA

DEVELOPER

Square



up	aim inward
jump/hover	△
down	aim outward
shoot/grab	○
left	move left
shoot/grab	□
right	move right
jump/hover	×
R1	not used
not used	L1
R2	not used
not used	L2

# Klonoa

Namco's cute little critter shines

**L**ong-time PlayStation fans know that if there is one company that you can count on for quality games, it's Namco. Since the dawn of the system, they've constantly impressed with their top-notch arcade conversions.

For their latest game, Namco is going back to the old school of side-scrolling action games. *Klonoa* features classic gameplay with graphics that impress like none before.

You control *Klonoa*, a hyper-cute dog/cat/mammal creature who has a magic shooting ring and big, floppy ears that assist him in floating. As you travel across the countryside to investigate a mysterious crash, you encounter an army of goofy enemies. Shooting them with your ring inflates them and allows you to carry them around. They can then be tossed at other enemies, or even thrown to hit things in the background or foreground.

*Klonoa* has a few special moves that will help him out. After jumping, hold down the Jump button to use your ears to float. If you perform a double jump while carrying an enemy, you will jump extra high.

While *Klonoa* may not seem like the typical Namco PlayStation game, it looks and plays just as well as every one of their past games.



IT MAY BE CUTE, BUT KLONOA CAN BE ENJOYED BY ALL AGES.

## STATS

THEME

Action

# OF PLAYERS

1

% COMPLETE

100%

AVAILABILITY

Now

PUBLISHER

Namco

DEVELOPER

Namco





**The ROAD RASH™ Blood Drive**

# "LIVE TO RIDE RIDE TO GIVE"

**"The average person has 12 pints of blood. We'll take it!"**

Peter Plasma



## HOW IT WORKS

Use weapons or oncoming  
traffic to slow fellow racers  
And fill our awaiting tanks



## ROAD RASH™ 3D

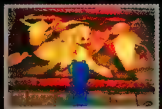
It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

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- up move up
- move camera
- down move down
- tongue lash
- left move left
- tail whip
- right move right
- jump
- R1 rotate camera
- rotate camera
- R2 change cameras
- duck

## Demo disc

How they play

# Gex: Enter the Gecko

The smart-mouthed lizard returns

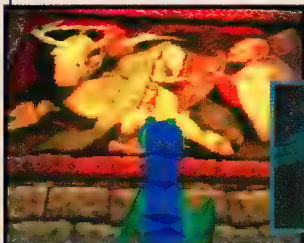
**M**any moons ago, back in the day of the 3DO, Crystal Dynamics released a game for that system called Gex. It starred a wisecracking gecko (voiced by comedian Dana Gould)

in a fairly standard side-scrolling adventure.

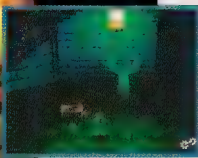
Gex would eventually end up ported to the PlayStation, but there were so many more possibilities with the new system. That's where Enter the Gecko comes in.

Unlike the previous game, Enter the Gecko is set in a full 3D world where you can go anywhere.

Gex has a wide variety of moves such as the ability to climb up certain walls as well as use his sticky tongue to collect power-ups. He can also use his tail as a spring if you press the Jump button while he is in the air. Gex still cracks jokes during the game to keep you laughing as well.



THE LITTLE LIZARD TAKES ON A 3D WORLD.



## STATS

THEME

Adventure

# OF PLAYERS

1

% COMPLETE

100%

AVAILABILITY

Now

PUBLISHER

Midway

DEVELOPER

Crystal D.

# Gran Turismo

Realistic racing in your own home

**R**acing games are a dime a dozen on Sony's little gray powerhouse. In order for it to stand out from the rest of the pack, a racing game had better have something special.

Sony's latest driving spectacular is Gran Turismo. What makes this game unique is its wide selection of actual, name-brand cars that you can select from. Each vehicle has its own distinct feel and method of handling—just like in real life.

While this demo doesn't give you a chance to try out the actual racing, you do get a glimpse of the vast amount of cars you will be able to choose from in the final version.

Something else you will no doubt notice in this demo is the incredible graphics this game possesses. First off are the in-game graphics. Even though the detail level is so high, the game still moves very fast

THE GORGEOUS GRAPHICS WILL MAKE YOU WONDER IF YOU ARE WATCHING FMV.



(faster than the Japanese version, in fact). Take special note of the Replay Mode. Those shots in the game that don't have the speedometer on the screen? Those are from the Replay Mode. It looks good, doesn't it? The replays look almost as good as the opening cinemas. It's amazing what the PlayStation can do in the proper hands. Even if you normally skip the replays, you'll want to check out these.

## STATS

THEME

Racing

# OF PLAYERS

1 or 2

% COMPLETE

90%

AVAILABILITY

June

PUBLISHER

SCEA

DEVELOPER

SCEI



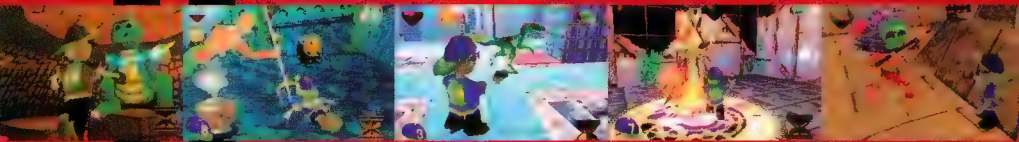


www.psychosis.com



# GIVE HISTORY A WEDGIE

...most impressive 3D graphics in the PlayStation Game...  
...watch your backs...  
...He also has...  
...will explore...  
...8 different...  
...his dad...  
...are...  
...Next Generation...  
...3D graphics...  
...watch your...  
...backs...



Psychosis logo

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## Demo disc

How they play

# MLB 99

Sony plays ball once again

**I**t's springtime, and you know what that means. It's time to step up to the plate once again for another game of baseball courtesy of Sony and MLB 99.

This demo lets you check out some of the new features included in this year's edition. All of the players, stadiums and teams are present (even newbies like the Arizona Diamondbacks) to give a greater sense of realism. The player models have

been completely redone as well to insure a high quality of animation and movement.



AMERICA'S FAVORITE PASTIME RETURNS TO THE PLAYSTATION.

## STATS

THEME

Baseball

# OF PLAYERS

1 or 2

% COMPLETE

90%

AVAILABILITY

Spring

PUBLISHER

SCEA

DEVELOPER

SISA

# Dead or Alive

The bounciest fighter of all time

**E**ven after being popular for so long, fighting games are still a hot commodity. They are so popular that companies who never made fighters are getting into the act (Square and Koel, anybody?). The latest company to try their hands at a fighting game is Tecmo with *Dead or Alive*, their new 3D fighter.

This demo just gives you a sneak peek at some of the character designs in the game.

The women of *Dead or Alive* will surely become quite popular due to their extremely bouncy...uh, attributes that jiggle when they wiggle during the game. Those of you out

there who aren't quite as perverted might be interested in knowing that one of the playable characters is

Ryu Hayabusa, the main character from Tecmo's classic NES game, *Ninja Gaiden*. This one is looking good.



A WIDE RANGE OF FIGHTERS AWAITS YOU IN DEAD OR ALIVE.

## STATS

THEME

Fighting

# OF PLAYERS

1 or 2

% COMPLETE

90%

AVAILABILITY

Now

PUBLISHER

Tecmo

DEVELOPER

Tecmo

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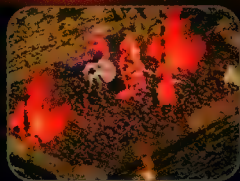




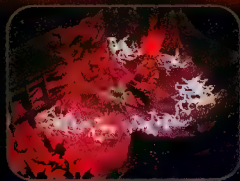
Better to  
die together...



2 PLAYER  
HACK-AND-SLASH ACTION



3 UNIQUE  
CHARACTERS TO DEVELOP



OVER 20 POWERFUL SPELLS  
AND 300 MAGICAL ARTIFACTS



than  
face Diablo  
alone.

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"4 1/2 out of 5"

— PSM Magazine



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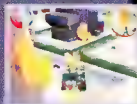
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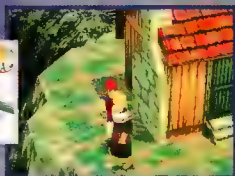
# COMING SOON

## This Month

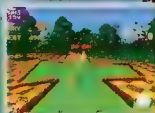
Einhänder	SCEA	Shooter
FIFA: World Cup 98	EA Sports	Soccer
Granstream Saga	T*HQ	RPG
Mega Man Legends	Capcom	Action/Adventure
Team LOSI RC Racing	Fox Sports	Racing
Vigilante 8	Activision	Action
X-Men vs. Street Fighter	Capcom	Fighting



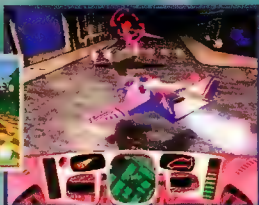
Above: WarGames  
Right: Granstream Saga



## June



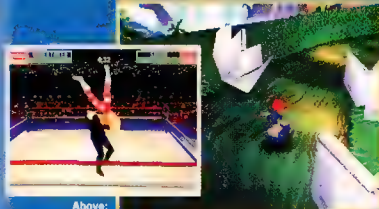
Above: Hot Shots Golf  
Right: Crime Killer



Azure Dreams	Konami	RPG
Bass Masters Classic: TE	T*HQ	Fishing
Cardinal SYN	SCEA	Fighting
Crime Killer	Interplay	Action
Gran Turismo	SCEA	Racing
HardBall 6	Accolade	Baseball
Heart of Darkness	Interplay	Action/Adventure
Hot Shots Golf	SCEA	Golf
MK4	Midway	Fighting
No0	Fox Interactive	Shooter
Off-Road Challenge	Midway	Racing

## Future Releases

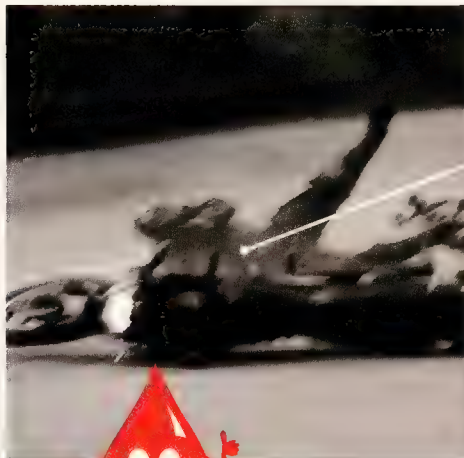
Agent Armstrong	GT Interactive	Action
Batman and Robin	Acclaim	Action/Adventure
Blasto	SCEA	Action/Adventure
Constructor	Acclaim	Simulation
Duke Nukem: Time to Kill	GT Interactive	Action
Fifth Element	Kallisto	Action/Adventure
Fox Sports Golf '99	Fox Sports	Golf
Legacy of Kain: Soul Reaver	Crystal Dynamics	Adventure/RPG
Men in Black	Gramlin	Action/Adventure
Metal Gear Solid	Kenami	Action/Adventure
NFL Blitz	Midway	Football
Parasite Eve	Squaresoft	Action/Adventure
Psybadek	Psygnosis	Snowboarding
Redline Racing	Accolade	Racing
Silhouette Mirage	Working Designs	Action
Tomba	SCEA	Platform/Adventure
The Unkoly War	Crystal Dynamics	Strategy
WWF Warzone	Acclaim	Wrestling



Above: WWF Warzone  
Right: Psybadek







The **ROAD RASH™** Blood Drive

# "IT'S WORKING!"

Peter Plasma

SMILES APPEAR when our donors  
mix motorcycles with combat.

This high-speed clubbing yielded  
four gallons. A record!



## ROAD RASH™ 3D

It's a whole new breed of Road Rash. Four gangs fight you to the finish in a perilous 3-D world. And the thrashin' beat of an Atlantic Records™ soundtrack keeps your pulse from stopping. Hopefully.

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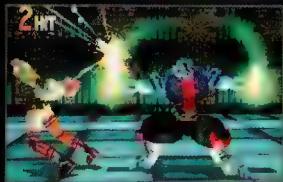
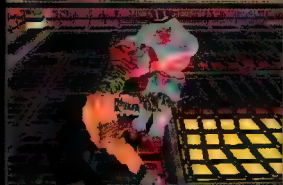


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# UNLEASH THE BEAST WITHIN



Release the wild animal that lurks in your own primal past • Drool as 3-D fighters morph into raging half-human beasts • Maim, crush and devour your enemies in over 200 different ways • Use your animal instincts to unlock unique moves for both human and beast modes • Break through interactive environments with your savage strength • This brutal fighting game is 100% animal tested



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# Tekken 3



**T**he long wait for the home conversion is finally over. Well, almost. Within the next few weeks, your local stores will receive the follow-up to the most successful fighting game on the PlayStation. Has the wait been worth it? Without giving away the review, I can



say that Namco has done a phenomenal job of converting the coin-op to the PlayStation. The PS version has slightly blockier characters and wallpaper backgrounds, but I guarantee you won't miss them. The reason being that the gameplay is the meat of this dish and it is well done indeed. The smooth frame-rate and head-cracking action is as solid as it was in the arcade. Although the graphics are a slight step down from its big

brother, they are still incredible and easily among the best on the PlayStation. The only other fighter that comes close is Dead or Alive. As for extras, Namco has definitely outdone themselves. When directly comparing the arcade version to the PS, the most notable differences come during the closeups of the characters. In normal play, you'd be hard-pressed to tell the difference between the two—and that's the screen you'll be looking at 90 percent of the time anyway. This is an

amazing feat considering how much beefier the character models are in Tekken 3 compared to the characters in Tekken 2. You can rest easy that the usual batch of modes you've come to love like Team Battle, Practice, Survival and Time Attack have remained. The extras come in the form of the Tekken Force Mode which is a

side-scrolling game that pits you against Heihachi's minions and the other characters in the game. The play is similar to Fighting Force except you have the complete arsenal of moves for your chosen character to unleash! You can select any of the characters to take into battle, and the action takes place across some varied street areas. There are also some secret modes you can unlock like Ball Mode which is like a mini-volleyball game and Theater Mode which lets you view the endings for the characters. We can't show you pictures of the hidden stuff yet as they are still incomplete in the version we have. Rest assured that you'll have plenty to do once you get Tekken 3 in



Tekken 3 will ship April 30 which means stores will receive the super brawler around the first week of May. Many places are offering pre-order deals so check 'em out.



**Prepare yourself, because Namco has thrown in more extras than you can shake an Iron Fist at.**

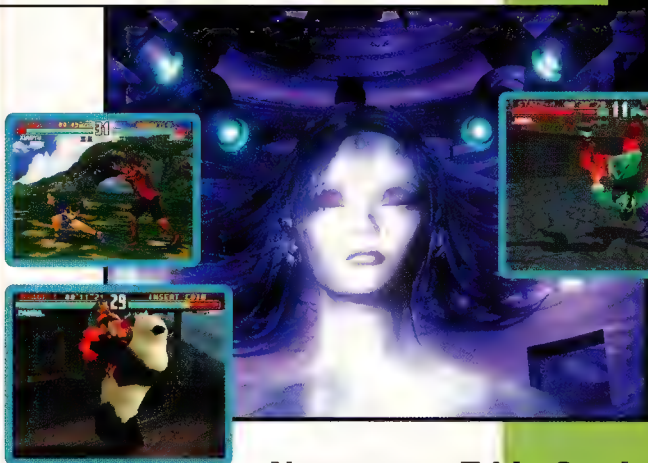


Even the familiar faces from Tekken 2 have undergone some changes. Tekken 3 features an older, tougher Paul and a more wily Lei.

your home. In case you weren't aware, you start off with the ability to select one of 10 characters (which we have conveniently included combo lists for in the strategy section), and once you defeat the game, you'll have access to a new character. Within the regular cast of characters, T3 features two newcomers and a myriad of new faces which comprise the hidden character and sub-Boss ranks. As in Tekken 2, you'll be treated to a full-rendered ending for each character including the hidden characters and sub-Bosses.

Tekken 3 has slightly longer endings along with some surprises. The endings are sometimes amusing, other times dramatic, but they are all amazing to watch. For that very reason, it's great that Namco has incorporated a mode which allows you to view these masterpieces of computer animation. It kind of makes you wonder how cool the Namco CG movie will be.





In preparation of the monumental release of Tekken 3, Namco held a press event where they hosted a tournament as well as a live Capoeira demonstration by a group headed up by Marcelo Pereira, the man Namco motion-captured for the Eddy Gordo character. The dancers amazed the crowd with all kinds of acrobatic flips and handstands. They first started out in slow motion to allow our eyes to follow their incredible movements, but it quickly escalated into a fast and furious feast of swift kicks and aerial maneuvers. Marcelo himself was injured and was unable to go full strength, but he was still able to show why he was the teacher and they were the pupils. One thing to note was that the Capoeira demonstration was well choreographed and no one was hurt. I'm actually not sure if there are any full-contact versions of Capoeira, but I doubt many people will start doing cartwheels in the streets to fend off muggers. As for the

The picture on the left of the small white guy doing a hand/headstand is of Marcelo Pereira who Namco motion-captured for the character of Eddy Gordo.

## Newcomer Eddy Gordo's fighting style incorporates the mesmerizing Brazilian artistry of Capoeira.

tournament, check out the sidebar below. The tournament was very exciting and offered up trophies to the top three finishers. Although Wat did not make it to the trophy round, he did mumble something about another tournament being held at E3 in Atlanta and then ran off to meditate under a raging waterfall. No word yet if he'll return in time to do any work.



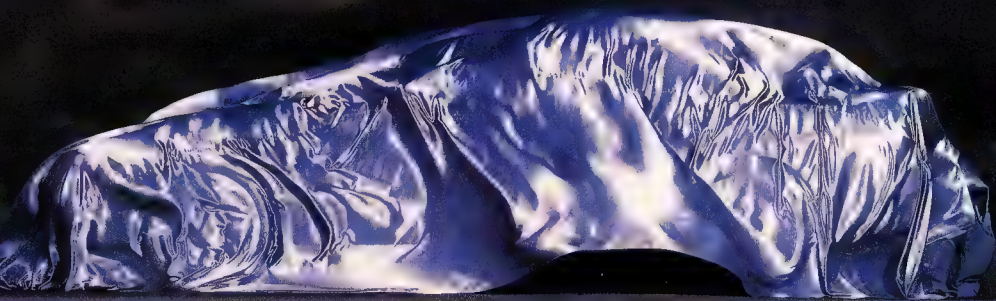
## King of the Iron Fist Tournament

Namco held a press tournament which pitted the gaming press across the U.S. in a heated battle. In the end videogames.com's Ryan MacDonald came out on top and won the snazzy trophy. Our fearless leader Wat was one victory away from the final three, but was cruelly eliminated and was never heard from again. Check out Ryan at [www.videogames.com](http://www.videogames.com) the biggest, baddest most comprehensive video gaming Web site in the cosmos.





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[www.playstation.com](http://www.playstation.com)

## Tekken 3 goodies

Tekken 3 is everywhere! If playing Tekken 3 at home isn't enough for you, check out the saga of the Iron Fist warriors in their new comic strip. The first issue goes for \$2.95 with more issues to follow. If you get thirsty while reading or playing, you can quench your cravings with Tekken 3 soda. Namco has joined up with

Jones Soda to create four drinks which feature pictures of the characters Nina, Jin, Eddy and Heihachi. The flavors are Cream Soda, Orange, Strawberry-Lime and Blue Bubblegum. The content is supposed to be similar in potency to Jolt cola so you'll be hopped up and ready to play some Tekken 3. Yummy.



### Gon

One of the funkiest characters who will be rearing his head later in the game is Gon. Gon is a lovable dinosaur who is a popular comic-book character. One of the more interesting facts *OPM* has uncovered is that Gon had starred in an obscure Super Famicom (Japanese version of SNES) game.

Check out the screens and enjoy.



History-minded gamers might remember Gon from his Super Famicom days.



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# The Unholy War

Two species on a collision course with destiny

**L**ong ago on a distant world, a bloody conflict raged between two warring tribes. On one side were the mystical, peace-loving Arcanes. On the other, the Teknos—a tribe of mechanized marauders who invaded the Arcanes' home world hoping to discover the source of their magical powers. For ages the tribes battled, until both lay on the verge of extinction.

Realizing conflict would lead only to their mutual destruction, the Arcanes and Teknos found peace. A treaty was signed, and for 400 years the two tribes peacefully co-existed, careful to avoid interbreeding, as was expressly forbidden by their

treaty. This peace was shattered, however, when a commingling of the species occurred, producing a pair of brothers. As they grew to maturity, the two siblings became bitter enemies. Ancient hostilities were reawakened as both the Arcanes and Teknos rallied behind a different brother, igniting the long-propheesied Unholy War—a war certain to end in total annihilation for one tribe. Which will it be?

The Unholy War is a new real-time strategy/combat title from Crystal Dynamics. At the project's helm is lead designer Paul Reiche, of Archon and Star Control fame. During his tenure at Crystal, Reiche and his group have been responsible for such hits as The Horde and the Pandemonium! series. As these screen shots reveal, The Unholy War's lineage is immediately apparent; the game fuses Archon's one-on-one creature combat, The Horde's real-time strategy and Pandemonium's colorful 3D graphics

into a single, genre-bending title.

In Campaign Mode, the player must lead a menagerie of Lizard Men, Piranha Demons, Ghost Masters, Centaurs and Fire Witches into battle. Action takes place both on a macro (Strategy Map) and a micro (Battlefield Map) level. When viewing the game from the Strategy Map, the player may strategically position his/her forces, mine natural resources (used to purchase new units) or launch long-range magic attacks. When two opposing units come into close proximity, a Battlefield Map is enabled. Upon this three-dimensional map, the two combatants engage in fast, arcade-style combat.

(continued on page 50)



The technically superior Teknos have flying machines at their disposal.



Long-range magic attacks, such as the powerful summoning pictured above, may be launched from the Strategy Map.





# One Wicked Weasel!



Over 30 huge levels with multiple pathways and bonus levels!  
Think you've played it all?  
Think again!

Action packed - in the air, on land and underground, in the water too!  
Thrust, skate, dig, glide and jump past legions of mutant mice!  
Filled with that classic 2D action that everyone's been talking about!

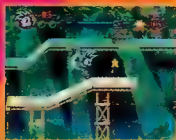
## Viva Las Punky



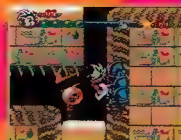
## Gettin' Vertical



## Aggressive Moves!



## Tomb Wader



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(The Unholy War continued)

Missions are goal-oriented (one requires you to retrieve the last remaining Piranha Demon egg) and take place on a variety of terrains—including forest, desert and sea. You may even find yourself battling atop an erupting volcano, complete with steam vents and lava flows!

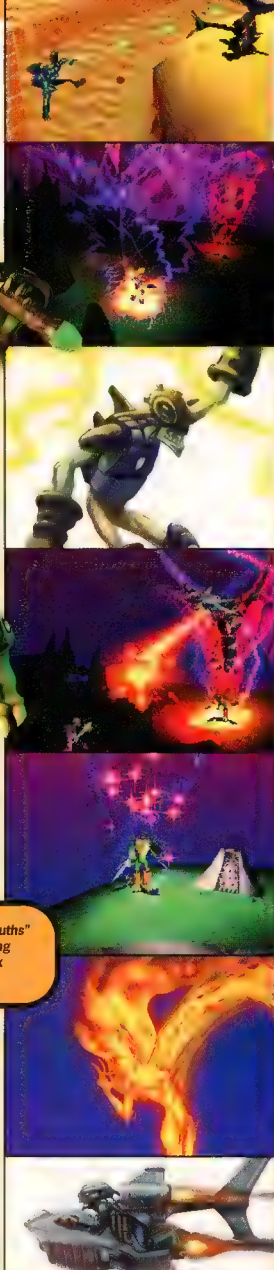
In addition to Campaign Mode, The Unholy War has a couple of two-player modes: Strategy and Mayhem. The Two-Player Strategy Mode essentially is "capture the flag" played with nine creatures per team. In Mayhem Mode, the object is to defeat your opponent in a series of "last critter standing" (or buzzing or swimming or scurrying) fights. The Two-Player Strategy Mode contests are expected to last about two hours, while a victor should emerge in Mayhem Mode after 10-20 minutes. By offering a variety of play modes, Crystal Dynamics hopes The Unholy War will be accessible and entertaining for a wide variety of gamers, not just hardcore role-playing fans.

According to Crystal, placeholder characters from previous games were used to fine-tune The Unholy War's play mechanics long before original creature models were created. One can only wonder what a 3D battle between Gex and Pandemonium's Fargus might have looked like. Regardless, it's encouraging to

*Lizard Men side with the Arcanes and are known for their ferocity in battle.*

hear The Unholy War's designers literally are putting gameplay ahead of flashy graphics—a refreshing notion, indeed. Once the remaining characters and cinemas are completed, the game should be ready for a late-summer release.

*Piranha Demons are described as "mobile mouths" that exist solely to eat and breed. Once existing in great numbers, the species lies on the brink of extinction.*



**STATS:**

**Strategy**

**1 or 2**

**75%**

**Summer**

**Crystal Dynamics**

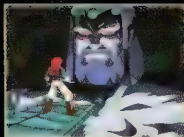
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## Brunswick Circuit Pro Bowling

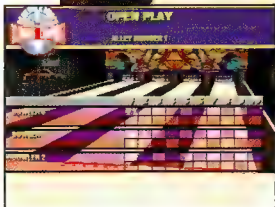
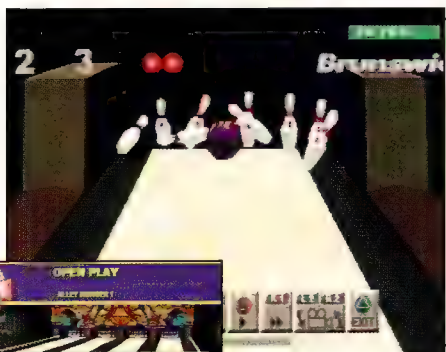
Talk turkey with Brunswick pros

If there is one thing the PlayStation has an abundance of, it's quality sports games. While there is a wide variety of sports games such as basketball, hockey and football games to choose from, one game that seems to be neglected is bowling. With only one bowling game on the market, it would seem that fans of the sport have been forgotten.

Fret not, bowlaholics, for T\*HQ will soon be releasing Brunswick Circuit Pro Bowling to satisfy your need to take it to the lanes.

The game is licensed by Brunswick Bowling, the widest-known license in the sport. In the game, you can choose to play as one of 11 professional bowlers, each with their own unique characteristics and style of playing. If none of the pros suit you, you can always generate your own bowler in the "Create-a-Bowler" Mode.

To keep a high level of variety, there are four different play modes to choose from. Bone up on your skills in the Practice Mode first. After that, you can play in Tournament Mode or Career Mode, which lets you attempt to take a pro bowler to the top of the profession. If you're just looking for a friendly game, Open Play lets you bowl just for fun. A cool variant on the Open Play



is the Cosmic Mode. In this mode, the lights go down, the music goes up and you bowl with glow-in-the-dark equipment.

The game also features a crowd that reacts properly to the action at hand. In addition, your bowler will respond according to how well you perform during the game.

While it may seem like fun on the surface, there is actually quite a bit of technical stuff going on behind the scenes. The game features an incredibly advanced physics engine, resulting in some of the most realistic bowling action seen to date. The balls and pins move just as they would in real life, with lane conditions playing a major role in how the action turns out.

With the ability to play with up to six players at once, Brunswick Circuit Pro Bowling could become the next big PlayStation party game.

As gameplay progresses, the oil on the lane begins to migrate down toward the pins, slightly altering the play of the ball. Players will need to take such factors into consideration.



Fluid, motion-captured animations, along with amazing pin physics should help make Brunswick Bowling one of the most realistic simulations available for the PlayStation.



### STATS:

THEME

Bowling

# OF PLAYERS

1-6

% COMPLETE

50%

AVAILABILITY

August

PUBLISHER

T\*HQ

DEVELOPER

Adrenalin



Previews

The latest on the newest

# NFL Xtreme

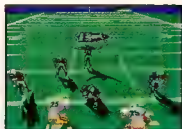
A fast-paced football frenzy

It may have been a while since football season ended, but SCEA is getting ready to revive football fever with their latest sports game, NFL Xtreme.

So what makes this game any different than all the NFL GameDays and Maddens of the world? Well, this game is much more action-oriented than your typical sports game. NFL Xtreme strays from the rulebook to give the game a more arcade-style feel.

Just because it isn't your average football game, don't think that SCEA skimped on the gameplay. Xtreme is created by the same folks who gave us NFL GameDay, and they've been working hard to improve the game engine as much as they could. The game runs in the PlayStation's High-res Mode, resulting in some of the crispest graphics to ever grace the machine. The players themselves look exceptionally sharp due to the high polygon count per character. Each man on the field is made up of 400 polygons, which is four times more than were used in GameDay's players. All this flies by at over 30 frames per second for some smooth action.

Once you get past the technical feats of the game, you will begin to notice the many game-play elements of Xtreme.



All 30 NFL teams and stadiums are present to choose from. Each team is comprised of five players, and just about anything goes. There are no penalties or out of bounds. You will be able to do just about anything to get to that end-zone. There's a multitude of tackles available you can use to crush your competition. Hit them hard enough, and watch their jerseys rip and their helmets fly.

Like all good sports games, NFL Xtreme is made with multiplayer play in mind. Options to taunt and trash talk your opponents will lend themselves to some frantic matches. There's even over 50 end-zone dances to really rub in your victories.

NFL Xtreme mixes the fine details of football with the action of an arcade game to create a sports game that appeals to everyone, not just the sports buff. This is one to watch.

Lots of diving tackles and jumping catches keep the action levels high in NFL Xtreme.

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STATS:

THEME

Football

# OF PLAYERS

1 or 2

% COMPLETE

75%

AVAILABILITY

Summer

PUBLISHER

SCEA

DEVELOPER

SISA

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# Legacy of Kain: Soul Reaver

Crystal Dynamics breathes new life into their undead dynasty

**T**hese are dark times in the land of Nosgoth. The vampire Kain, having vanquished the wardens of the mystical Pillars, sets himself up as ruler of a bloody, post-apocalyptic world. Drawing six vampiric lieutenants from the Underworld, Kain begins to re-create Nosgoth in his image. Each of the six lieutenants, Raziel, Duma, Ruman, Hema, Zephon and Rahab, builds a legion of new vampires bent on sweeping the pitiful humans from the face of the Earth.

But Nosgoth's new lords soon grow bored, and withdraw to a secluded retreat, leaving the conflicts of the lesser vampires behind. They begin to grow, to evolve, seeking to change their own bodies the way they changed the land. But always it is Kain, the Master, who leads these changes. Until one day, when

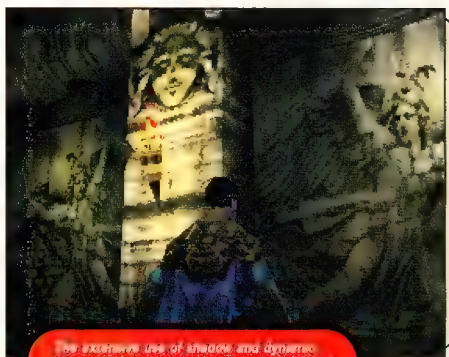
Raziel comes before his master wearing his new-found prize: wings. Kain is furious. How dare Raziel develop gifts which even Kain does not have! In anger, Kain hurls Raziel into the Bottomless Vortex, a swirling pool of water which is agony for Raziel's vampiric skin. Raziel sinks, drowning in his own pain, and falls deeper and deeper into the earth. And suddenly, there is an end. And a voice. A powerful, ancient voice. And it's very, very angry.

The voice belongs to a being known only as the Elder, a being which gains sustenance by feeding on the souls of Nosgoth's dead. His anger springs from the fact that Kain's paradise, populated with immortal vampires animated with the souls of the dead, has dried up the flow of souls into the Elder's realm. Now, Raziel must once again wander the surface of Nosgoth, tearing the souls from the beings who walk

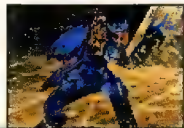
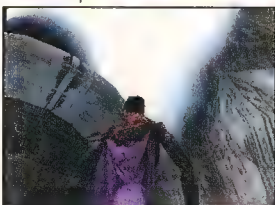
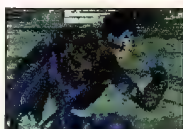
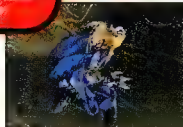
there and sending them to their new home with the Elder. And that's where you come in.

In *Legacy of Kain: Soul Reaver*, players take the role of Raziel as he wanders through the vast world of Nosgoth in the service of the Elder. Where in *Blood Omen*, Kain fed on the blood of the living, Raziel must sustain his energy by feeding on the souls of the undead, or risk being trapped on the Spectral Plane. Raziel's quest is arguably even darker than Kain's in the original *Legacy of Kain*. And yet, where Kain was something of an anti-hero, in pitting himself against the other evil vampires Raziel becomes, so to speak, an *anti-anti-hero*.

But story, of course, is not the only area in which *Soul Reaver* differs from *Blood Omen*. We talked to Amy Henning, producer and director, and Seth Carus, lead designer, about the differences



The extensive use of shadow and dynamic lighting proves even more effective with *Soul Reaver's* new 3D polygonal game engine.







Both producer/director Amy Henning (left) and lead designer Seth Carus (bottom right) were instrumental in the creation of the original *Legacy of Kain*. You'd swear they almost believe that Nosgoth actually exists.



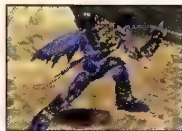
between the two games. Most obvious when first looking at the screen shots is the fact that the engine has been completely rebuilt, resulting in a vibrant, incredibly detailed 3D world. "We wanted to give the player an environment that's not abstract," says Carus, "but detailed and beautiful. We wanted a world that's completely immersive." To this end, every character and location is fully polygonal, with dense, varied textures lending depth to Nosgoth's new world order. This new engine also answers—in a big way—the critics' complaints about *Blood Omen's* dated look.

Answering the other major criticism is *Soul Reaver's* new loading system: As in games like *ASC's One*, levels in *Soul Reaver* "stream" from the disc, loading on-the-fly as Raziel moves throughout the world. Considering *Blood Omen's* horrendous load times, this is a significant and welcome improvement. Yet Henning insists that this new technique arises, not as a response to criticism, but out of the development team's own realization that the load time did in fact hurt the original game. "This is a result," says Henning, "of our personal vendetta against the loading screen."

But, unlike other games using this technique, *Soul Reaver* is not merely

an action game; like *Blood Omen*, at its heart it is a role-playing game.

"We took an approach to role-playing similar to that used in [Nintendo's] *Zelda* or *Metroid*. As you advance in the game, you gain abilities that give you access to areas you couldn't access before. When you defeat a Clan Leader (presumably one of Kain's other five lieutenants) and devour its soul, you gain its most distinctive element, like the ability to swim, or to climb walls. Because of this, the world blossoms for you, really opens up, each time you get an ability." Unlike typical RPGs, however, *Soul Reaver* includes no clumsy,



intrusive inventory screens; each new ability that Raziel earns instantly becomes a part of him, activated simply by using the controller.

At this point, it appears that Crystal Dynamics has kept nearly every appealing aspect of the original game, while revamping (so to speak) those areas in which *Blood Omen* suffered. But that shouldn't be a surprise, considering Crystal's design philosophy. "Seth and I are game geeks from our childhood," says Henning. "We're not people who just do this as a job; it's a passion. Anything the player wants to see, we want to see. We're setting the bar so high because we want to make a game that we want to play."

## Split Personalities



Each of Nosgoth's complex environments has a twisted counterpart on the Spectral Plane.



One of the most intriguing features of *Soul Reaver* is Raziel's ability to "shunt" into the Spectral World. One reason for switching over is to make the harvest of souls easier; but that's not the only reason. Amy Henning explains: "The geometry is different in the Spectral World, so Raziel can make a jump he couldn't manage otherwise. Or you'll find a room with a circle of pillars which are all out of your reach, but

when you 'shunt' the pillars essentially become a staircase. Or a crack in the wall might become a doorway. He even has certain abilities that aren't available in the Material Realm, like passing through gratings." When we pointed out that being forced into the Spectral Plane is also Raziel's penalty for running out of energy, Henning responded, "In the first half of the game, you can shift down at will, but not the other way. Raziel has to find a portal in order to return, so it is a setback. But in any game, a 'death' is an artificial construct. We wanted to create a main character who is immortal, so death isn't an option. But there definitely is a penalty; until you learn how to shift back and forth at will, you suffer a serious setback by being shunted to the Spectral Plane."



**STATS:**

THEME  
RPG

# OF PLAYERS  
1

% COMPLETE  
50%

AVAILABILITY  
October

PUBLISHER  
Crystal D.

DEVELOPER  
Crystal D.



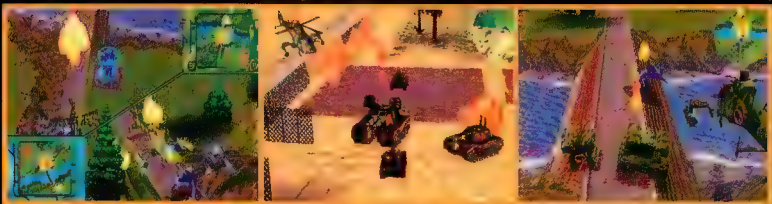


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# WarGames: Defcon 1

**Real-time strategy: This time, it's personal!**

**A**fter we previewed WarGames last month, we were sent a new version of the game, with full access to all the different levels and hence all the different vehicles. Spending some time with the game has revealed that it contains a great deal more depth than one might at first suspect.

As reported last month, gamers can take control of either NORAD forces or those led by the twisted supercomputer W.O.P.R., as seen in the film. You progress through a number of varied levels, carrying out missions on many different terrain types.

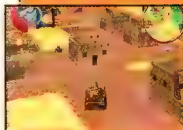
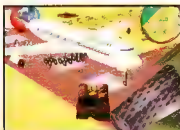
At first, WarGames appears to be sort of a Command & Conquer-type real-time strategy game, with the main distinction being that WarGames is conducted in three-dimensional, polygonal environments. But sitting down with the game quickly proves this observation to be false—or at least, not nearly all of the truth.

Instead of churning out disposable infantry and using them for decoys or feints or simply cannon fodder (which, admittedly, may be closer to the reality of how war is actually conducted), WarGames forces the player to pretty much control each unit on a personal level. They do possess a degree

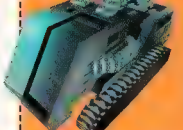
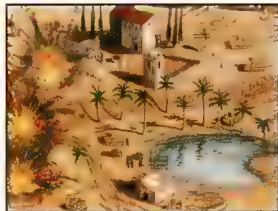
of artificial intelligence, but it's the player that needs to call the vast majority of shots. Robb Alvey, director of production for the game at MGM Interactive, elaborates: "If you move a unit and, let's say, start attacking a building, the unit will continue to do whatever it was doing [once you switch to another unit]. The units will also attack surrounding [enemy] units" that wander too close. Clearly, the player needs to control what the units are doing far more carefully than in the standard real-time strategy game.

When a game is under development for nearly two years, as WarGames has been, it's often the case that the technology lags behind other, more recent titles, especially in graphics. Nevertheless, Alvey feels the developers' are making use of every resource at their disposal.

"We're using quite a bit of the hardware. We're taking advantage of one of the higher resolution modes. We could always use a bit more memory for larger textures, sound, etc., but I think we've done pretty well!"



Some of the most advanced defense units require Alvey to call all power players.



**STATS:**

Strategy

1 or 2

80%

Now

MGM

Interactive



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**Previews**

The latest on the newest

## Batman and Robin

*duh nuh nuh nuh nuh nuh nuh nuh nuh nuh, Batman!*

In the world of video games there are three certainties: eating food you discover on the ground makes you healthier, criminal masterminds leave plenty of loaded weapons lying around and games based on movies suck. Given Acclaim's particularly shameful track record of unleashing exceedingly bad movie adaptations on an unsuspecting public (does Dragon Heart—Fire and Steel or The Crow—City of Angels ring any bells?), we didn't have the highest hopes for their latest effort, Batman and Robin. This time, however, Acclaim seems determined to atone for their sins of the past.

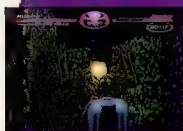
Reflecting a genuine attempt on Acclaim's part to accurately portray the license, Batman and Robin's gameplay is divided between

While each main character boasts a high polygon count, minor thugs like the snow goon are more crude in appearance.



investigative work, combat and driving. After assuming the guise

of one of the film's caped crusaders—Batman, Robin or Batgirl—the player must comb a 26-square-mile Gotham City in search of clues revealing the whereabouts of archvillains Mr. Freeze and Poison Ivy. Upon learning of an impending crime, you must race to the scene in one of the game's Bat vehicles—including Robin's Redbird, the Batmobile and, of course, the obligatory Batmobile. The action takes place in real time over three eight-hour nights; however, you have the option of speeding up time if you grow tired of waiting for the villains to strike.



According to Acclaim, three separate teams of animators were required to make each hero's cape move and flow in lifelike manner.



**STATS:**

THEME  
Action

# OF PLAYERS  
1

% COMPLETE  
100%

AVAILABILITY  
Now

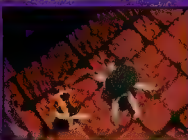
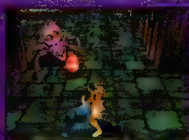
PUBLISHER  
Acclaim

DEVELOPER  
Probe

## Akuji the Heartless

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	65%	September	Crystal Dynamics	Crystal Dynamics

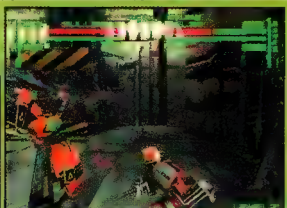
In *Akuji*, you play as the murdered son of a voodoo priest. After having his heart ripped out on his wedding day, Akuji must escape the pits of hell to punish his traitorous brother. In addition to nine standard attacks, Akuji can unleash a variety of powerful voodoo spells.



## Bio F.R.E.A.K.S.

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	55%	Summer	Midway	Midway

Play as one of eight mutated Bio F.R.E.A.K.S. in this blood-soaked brawler. In addition to the usual kicks, punches and projectile attacks, each F.R.E.A.K. can fly about the multitiered arenas with the aid of jump jets. Lose an appendage, and the blood literally soaks the screen.



## VR Sports Powerboat Racing

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	100%	Now	Interplay	Promethean

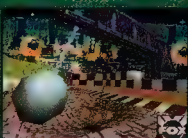
Realistic wave physics and a variety of real-world locales—New York, Grand Canyon, etc.—are the highlights of Interplay's latest racer. Tracks evolve during play and include plenty of jumps, which cause your boat to "submarine."



## Team Losi RC Racing

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1 or 2	100%	Now	Fox Int.	Gremlin

A sort of RC Pro Am for the '90s, Team Losi RC Racing lets up to two players race 16 real-world RC cars across sun-swept beaches, deserts and Japanese gardens. Pass through colored gates in the correct order to win power-ups.



## Fox Sports Soccer '99

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Sports	1-8	85%	Summer	Fox Int.	Gremlin

There are a ton of soccer sims available, but Fox promises the Gremlin-developed Fox Sports Soccer '99 will be the first to capture the sport's most elusive element—speed. When will one capture the alcohol-fueled riots?





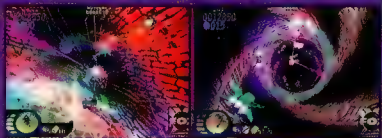
# Previews

The latest on the newest

## N2O: Nitrous Oxide

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Shooter	1 or 2	85%	June	Fox Int.	Gremlin

The title for this tunnel shooter is derived from the gas enemies release when killed—the more you destroy, the faster you go. The hypnotic visuals and trip-hop soundtrack make N2O a rave in a box.



## Tomba

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Platform	1	90%	Spring	SCEA	Whoopee Camp

Developed by prominent Capcom defector Tokuro Fujiwara (Ghouls and Ghosts and Bionic Commando), Tomba is an unorthodox platformer/RPG starring a pink-haired, pig-ridin' wild boy. Look for a playable demo on an upcoming OPM disc. Whoopee!



## Duke Nukem: Time to Kill

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Action	1	75%	Fall	GT Int.	N-Space

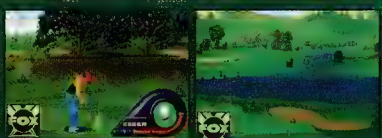
Never one to rest on his laurels, Duke is changing genres once again. (Remember, he first appeared in a side-scrolling platformer.) This time around, he uses a 3D, Tomb Raider-style engine to travel through time. Check out videogames.com for an exclusive Time to Kill Designer's Diary!



## Fox Sports Golf '99

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Racing	1-4	90%	Summer	Fox Int.	Gremlin

Fox promises their golf sim will be one of the easiest to learn without sacrificing realism. Try your luck on three world-famous courses—Kiwah Island, Carnoustie Links, and The Oxfordshire—or create your own in Fox Sports Golf '99's course editor. Loud pants, of course, are optional.



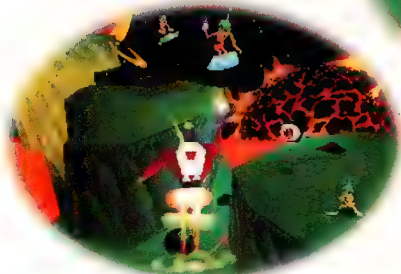
## X-Men vs. Street Fighter

THEME	# OF PLAYERS	% COMPLETE	AVAILABILITY	PUBLISHER	DEVELOPER
Fighting	1 or 2	80%	Spring	Capcom	Capcom

You begged. You pleaded. Soon, you'll be getting the object of your desires... sort of. RAM limitations necessitated the omission of X-Men vs. SF's coolest feature: tag-team-style fighting. Who'd have guessed we'd be denying Saturn owners?



**Some superhero. He doesn't even know the definition of fearless and courageous.**



**No x-ray eyes.  
No fancy-schmancy  
belt. What's so  
special about  
this guy?**





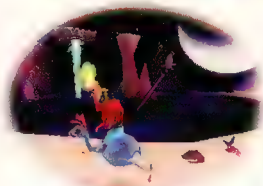


Why does this wiseguy  
get all the glory?

A superhero  
should eat  
his protein.  
Not ride  
around on it.



What kind of  
superhero hangs  
around with  
floozyes?



Free-roaming 3-D gameplay. Fully interactive sound and environments. Hard-core action shooting and open exploration. Classic platform elements. And the occasional intergalactic wedge.

**BLASTO™**

# Update

**T**he results are in for our Readers' Import game request! The listing you see here is a result of the responses from March and April, but the list will be updated with new votes every month from now on. There were many votes for games that are already on the way (X-Men Vs. Street Fighter, Bust-A-Move\*, Pocket Fighter, etc.) so these votes weren't included. Moving forward, the big game of this month is Tenchu from Sony Music Entertainment (PaRappa, Dam Dam Stompland). The look of the title is similar to Tomb Raider, but



the play mechanics and objectives are radically different. You play the role of either a male or female ninja and must use the ancient arts of stealth to accomplish your goals. You can rush in and try to kill everything in sight, but you won't survive long. Based on the finished Japanese version, I can say that the mood and presentation of the game (especially the music) is superb. The basic gameplay leaves something to be desired though. With some additional tweaking, Tenchu could be as accomplished a ninja simulator as Bushido Blade is to samurai swordplay.

## Vote for Imports

**W**e've received a fair amount of responses for import games you'd like to see released in the States, but it's time to kick it into overdrive! What better way to get you to vote than to offer up some free prizes, so we got Manga Video to sponsor our Import Game Request Top 5. That's right, every month we'll pick through your requests and randomly draw one winner. All you have to do is write, fax or e-mail your requests for import games you'd like to see and why. That's not so hard, is it? So get to it!

**Write in:**  
Import Game Request Top 5  
c/o The Official U.S.  
PlayStation Magazine  
1920 Highland Ave. Suite 222  
Lombard, IL 60148

**Fax it:**  
(630) 916-7227  
Subject heading:  
Import Game Request Top 5  
c/o The Official U.S.  
PlayStation Magazine

**Email it:** dindo\_perez@zd.com  
Subject heading:  
Import Game Request Top 5  
c/o The Official U.S.  
PlayStation Magazine

Upon notification of winning, you'll receive a list of hot video titles to choose from including *Ninja Scroll*, *Macross Plus* the Movie, *Ghost in the Shell* and much, much more. As the year continues, you'll be able to select upcoming releases like *Landlock* (Masamune Shirow) and *Red Hawk*



(For official contest rules turn to page 122.)

## Readers' Import Request Top 10

Special thanks to the many readers who have responded to Import Game Request! In order of votes, here are your most-wanted import games. We will update the list every month!



1. **Xenogears**  
Square - RPG
2. **PoliceNaughts**  
Konami - Graphic Adventure
3. **Chocobo's Mysterious Dungeon**  
Square - RPG



4. **Bushido Blade 2**  
Square - Fighting
5. **Tobal 2**  
Square - Fighting Game
6. **Toki Meki Memorial**  
Konami - Dating Simulation
7. **Genji**  
Virgin - Shooter



8. **Ehrgeiz**  
Square/Namco - Fighting
9. **Bloody Bride**  
Atlus - RPG/Simulation
10. **Final Fantasy IV**  
Square - RPG

## Japanese Top 3

Here are the top PlayStation games currently available in Japan.



1. **Choro Q 3**  
Takara - Driving
2. **Bio Hazard 2**  
(Resident Evil 2) Capcom - Horror Adventure
3. **Xenogears** Square - RPG

## Import Game Request Winners

March Winner  
fastsnal@tl.infin.net

April Winner  
peteralt@flash.net





"YOU CAN'T HELP BUT BE BRAVENGLAD  
THE COMPLEX AND FASCINATING PLOT  
— 4 OUT OF 5 STARS

"I HURRY GO AS FAR AS TO CALL IT  
BREATHTAKING" — 4 OUT OF 5 STARS

"EXCEPTIONALLY WELL WRITTEN  
— 100% F5 GAMING

AVAILABLE NOW

WITH RICH LIND

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ANCIENT SECRETS AND A RUTHLESS PLOT TO REBATE THE WORLD.





The future is Forsaken™.

"A stunning 360 degree shooter!"

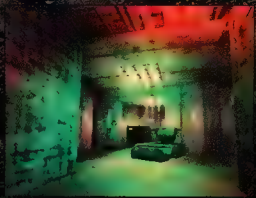
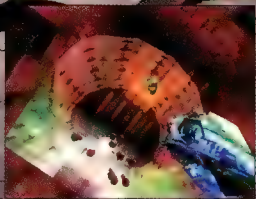
GAMEFAN

"An absolute graphic marvel...  
the weapons are simply awesome...  
the control is impeccable."

ULTRA GAME PLAYERS

"Fast paced, cutting edge gameplay  
mixed with eye-popping visuals in  
a 360 degree 3D world."

N64.COM



Download the demo at [www.forsaken.com](http://www.forsaken.com)



[www.acclaim.net](http://www.acclaim.net)

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## DEAD OR ALIVE

The King of the Iron Fist's only suitable challenger?



**I**n an interview we conducted with Tecmo for our February cover story, *Dead or Alive* producer and lead programmer

Tomonobu Itagaki admitted the game's generously proportioned and hyper-bouncy female fighters were used "to get people's attention." Considering how crowded the fighting genre has become, one can't blame Tecmo for resorting to such measures in the attempt to differentiate their game; however, many jaded PlayStation owners may mistakenly assume the bouncing was meant to draw attention away from shortcomings in *Dead or Alive*'s gameplay. This would be unfortunate, because *DoA* is one of the best fighters—home or arcade—I've ever played.

While *Dead or Alive*'s beautiful 3D graphics compared favorably to *Virtua Fighter 2* in

the arcades (both were powered by the same graphics board), Itagaki-san admitted Sega's seminal fighter "was still more fun to play." Rather than produce a simple port of the arcade version, Tecmo added a host of improvements for the PlayStation version—including a playable Boss, two new characters, new moves and outfits for all existing characters, new backgrounds and an entirely new soundtrack. In Itagaki's

estimation, the PlayStation version has so many improvements, they could have called it *Dead or Alive 2*. I'd have to concur.

If you've never seen the game in motion, *Dead or Alive* plays very similarly to *Virtua Fighter 2*—without the Block button and floaty jumps. While *Dead or Alive* shares the same three-button control scheme, *DoA*'s third button (in addition to Punch and Kick) is Evade. (Blocking is achieved

by pressing back on the directional.) By devoting a button to evasion, Tecmo takes *Virtua Fighter*'s "rock, scissors, paper" style of gameplay a step further. Since virtually every attack in the game can be blocked, reversed or escaped, success doesn't depend on striking first. Gamers who simply reel off combo after combo by rote will be handcuffed by cagey

**"...a fast, beautiful**



Official U.S. PlayStation Magazine ratings at a glance

### THE COLOR SCHEMES

BELOW ARE USED IN THE PREVIEWS AND REVIEWS SECTIONS TO INDICATE THE GAME'S GENRE:

- Action/Adventure
- RPG
- Fighting
- Puzzle/Strategy
- Sports/Racing
- Platform

### THE RATING SYSTEM

- Excellent. A must-have game.
- Very good. Well worth your time.
- Good. Its flaws can be overlooked.
- Below average, but not awful.
- Almost offensive in its badness.

players who use Evade to create counter-strike opportunities.

Aside from the Evade button, *Dead or Alive*'s biggest gameplay innovation is the exploding Danger Zone surrounding each ring. Stray beyond the confines of the ring, and you literally are treading on dangerous territory; when opponents are knocked





playSTATS



For 2  
Players



Memory Card  
1 block

Tecmo



Come for the bouncing, stay for the fighting!

PROGRAMMED ENTIRELY IN  
ASSEMBLY, DEAD OR ALIVE'S  
GOURAUD-SHADED, MOTION-  
CAPTURED CHARACTERS SUR-  
PASS TEKKEN 3 IN REALISM  
AND FLUIDITY OF MOVEMENT.

down, they are catapulted into the air by a violent explosion, making them particularly vulnerable to juggling attacks.

Visually, Dead or Alive packs an equally impressive punch. While the arcade version's 3D backgrounds had to be sacrificed, DoA 1.1 characters are beautifully gouraud-shaded and move exceptionally smoothly, surpassing even Tekken 3 in realism. Unfortunately, most of them are tired clones of other characters seen in innumerable beat-'em-ups. Gen Fu is DoA's stereotypical tough old man, while Jann Lee is the obligatory Bruce Lee wanna-be. (One of his moves is even called "Enter the Dragon.") A little more originality in the character department (along with rendered



**deep and aesthetically  
fighter..."**

character endings) could have propelled DoA from "excellent" status to "classic."

Despite the lack of individualized endings, DoA has loads of replay value thanks to the dozens of alternate character costumes and play options (ring size, fighting order, etc.) that can be unlocked by defeating the game repeatedly.

With the impending release of Tekken 3, no one can say how Dead or Alive will fare with consumers; however, the game is a fast, deep and aesthetically beautiful fighter that deserves to find an audience of its own.

—Gary Mollohan



## Pros

- Beautifully rendered characters and environments
- Excellent motion capture
- Fast, smooth, and fun
- Many unlockable costumes and moves

## Cons

- Too many clones
- Limited replay value
- Limited unlockable content
- Limited unlockable content

Official  
**PlayStation**  
Magazine Rating



## playSTATS



SCEA

# EINHÄNDER

Could be the best thing since sliced bread

**A** good shooter is hard to come by these days, but thanks to SCEA, Einhänder is making its way onto U.S. shores. Einhänder brings shooter excitement to another level.

Vivid environments and special effects are only a few things that make this stand out from the rest of the pack; it's possibly the best-looking shooter on the PlayStation. All environments are fully polygonal. Most use a horizontal side-scrolling view, but there are also other perspectives.



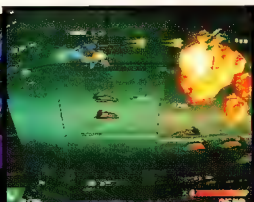
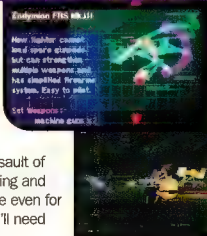
The action always changes from various camera angles especially when nearing a Boss area or important sections

of a stage. The camera changes to a more dramatic angle much like the shooter Philosoma, but in Einhänder's case everything is in 3D.

The never-ending assault of enemies is overwhelming and is a sufficient challenge even for seasoned players. You'll need all 10 continues.

You can choose from three different ships. Power-ups are earned by shooting down your enemies and collecting their weapons. You can even create weapon combos to fit a certain stage. This is a great shooter that any fan of this genre should have.

—Dindo Perez



BOX SCORE

### Pros

- Beautiful, vivid graphics
- Intense action

### Cons

- Needs more up-tempo tunes



# DIABLO

## playSTATS



EA



A first-rate port of the popular PC title

**I**t's usually kind of depressing to see a familiar PC title translated to the PlayStation. In most cases, the developers aren't quite sure how to make the game work without an entire keyboard at their disposal. Thankfully, however, Diablo is not one of these games.

The PlayStation edition of Diablo uses a slightly zoomed-in view so that most details aren't lost on a television's lower resolution. A fully configurable control scheme allows

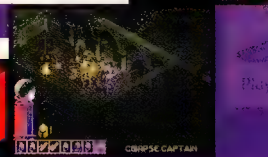
for quick selection of necessary spells and items. And the addition of a Gauntlet-style Two-player Mode gives it a more personal multiplayer appeal that even the

PC version lacked. All this helps make the PlayStation edition of Diablo one of the best hack-and-slash action/RPG games since the aforementioned Gauntlet.

The game does suffer from some slowdown when the enemies grow numerous, but the small field of vision makes this less of a problem than one might think.

All in all, Diablo proves to be an intense, involving dungeon crawler that doesn't require an RPG-sized time investment. A great conversion of a great game.

—Joe Rybicki



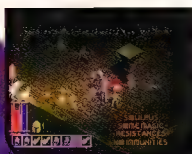
BOX SCORE

### Pros

- PlayStation-specific features
- Fast-moving action

### Cons

- Occasional slowdown





# MESSIAH™



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## BLASTO

Saving the universe, one babe at a time

**L**et's all admit it: When we first saw *Blasto*, we were not impressed. Come on, I know I'm not the only one. The primary colors, the blocky levels.... When it was first introduced at last year's E<sup>3</sup>, it drew more than a couple comparisons to the dismal *Bubsy 3D*.

This being the case, it was so relieving to play the reviewable copy that I wondered—just for a moment—if it wasn't the designer's intention all along to show an inferior version, making the final game look that much better. But in the end you have to dismiss an idea like that as irrelevant, since *Blasto*, in its final incarnation, is in fact an enjoyable game in its own right.

In order to get the most from the game, however, you really need to take as a given the campy comic book space opera style that permeates

*Blasto's* world. Both the hero and the many "Blasto Babes" (giggling stereotypes which, when rescued, reward *Blasto* with a health recharge and a suggestive wiggle) are characters of impossible proportions, extremely large in the chest (especially *Blasto*) and small in their sense of tact. Levels are illogical twists of endless-seeming corridors or platforms suspended in space, *Jetsons* style. And *Blasto* himself,

all save-the-universe-and-look-great-doing-it swagger, is voiced like Troy McClure on steroids by a basso voce Phil Hartman.

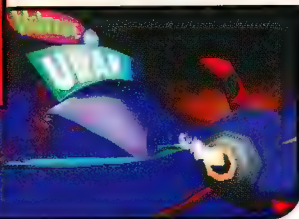
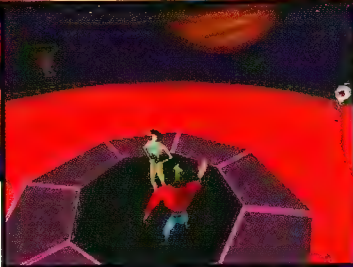
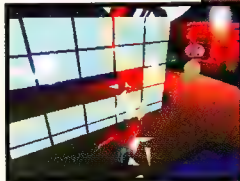
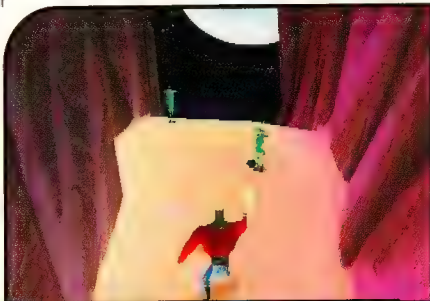
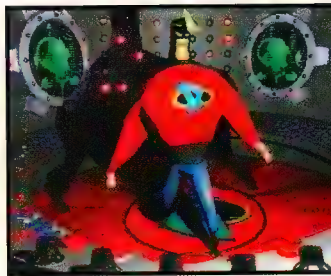
In other words, if you missed the humor in *Mars Attacks!* or think that Michael Keaton does a better Batman than Adam West, you probably won't get *Blasto*.

Beyond the game's style, however, is substance which, if not revolutionary, is at least adequate. Levels are sprawling and, for the most part, varied enough to keep things interesting. Enemies display a surprising intelligence, dodging *Blasto's* laser fire and even going so far as to dive behind obstacles in order to avoid the blasts. This forces the player to spend more time taking out each enemy than one would expect from what is basically a

**"A campy, style perm**

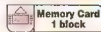
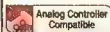
platform-style shooter in 3D. The dynamic musical score, which changes as the action in the game changes, adds further tension and hence, more excitement. There are also plenty of secrets to be found for the observant player.

HOW COULD THE DESIGNERS RESIST OPENING THE STORY ON URANUS? THERE ARE JUST TOO MANY OPPORTUNITIES FOR, UM, GREAT PUNS.





playSTATS



SCEA



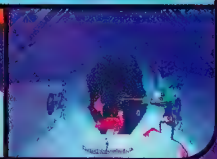
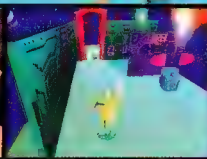
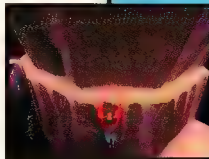
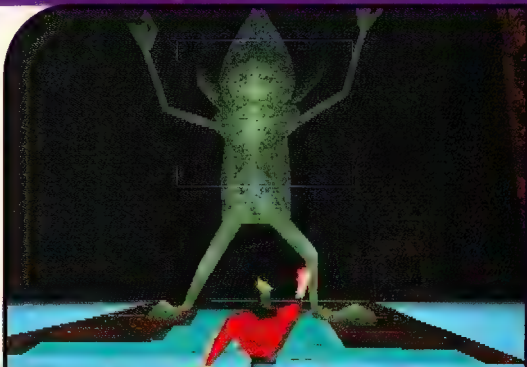
Who can resist dialogue like "Remember, Uranus is on the line!"?

BLASTO WILL FIND HIMSELF  
FACE-TO-FACE WITH ALL KINDS  
OF PEAR-HEADED BADDIES, BUT  
NONE QUITE SO IMPOSING AS  
THIS TRIBUTE TO BOSK.

Graphically, the game has turned out quite well. Shaded polygons are the norm here, with only the occasional texture used tastefully to accent the environment, rather than dominate it. The game does suffer from some unpleasant polygon-sorting errors, which break up the otherwise smooth environment, and can even cause distraction, but that's not a major issue.

What is a major issue, and what ultimately keeps Blasto from being an exceptional game, is the unforgivably sluggish movements (considering the simplicity of the environment) of Our Hero. Even in Analog Mode, he takes a moment to get up to speed.

When you push an analog stick to its extreme, the character should take off like a shot; that's sort of the point of

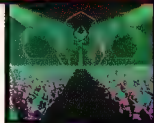
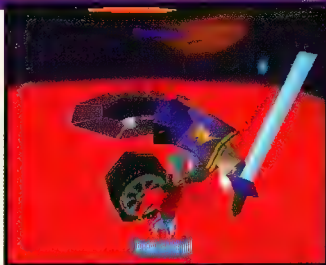


## comic book space opera ates Blasto's world."

the thing. When this isn't the case, the game suffers, especially when dealing with environmental hazards like flaming pipes and rotating fans, which require precise controls to pass. A similar problem is the horrendous slowdown from which the game suffers on occasion. Any game with this many platform elements needs to move quickly!

Nevertheless, Blasto is enjoyable to play; it just has its moments of frustration which, unfortunately, keep it from excellence.

—Joe Rybicki



### Pros

- Surprising enemy AI
- Nice, clean look
- Some entertaining voice
- Dynamic musical score

### Cons

- Sluggish controls, even with analog
- Some major slowdown
- Some graphical sorting errors
- All those Uranus jokes...

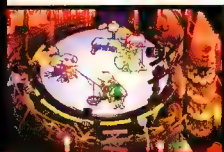
### box score

Official  
**PlayStation**  
Magazine **Rating**





# SAGA FRONTIER



If only Final Fantasy VII

**I** would imagine that just about anyone who enjoyed Final Fantasy VII was looking forward to SaGa Frontier. On the surface, the games appear similar; they're both role-playing games from Square with expansive story lines, lots of battles and top-notch static backgrounds on which the stories unfold. I don't think anyone was expecting the game to equal FFVII, but you can't help but feel that they should be at least in the same class. Sadly, this is not the case.

SaGa Frontier does have its moments. For one thing, it's a great deal more lighthearted than FFVII, partly because of the faster pace of the whole game. Plowing through dungeons, trying to avoid enemies as you race toward your goal (yes, you can avoid enemies, a feature I would like to see in more of today's RPGs. I hate surprise combat), gives the game far more of an action feel. And the seven shorter stories, for the most part, keep the game moving right along.

But those seven stories are also where the game falls short. It seems that the designers were so interested in creating all these different stories that they didn't spend enough time on any of them. For the most part, the stories are jumbled and unfocused, leaving the player wondering exactly what to do next and never letting you really identify with any one character.

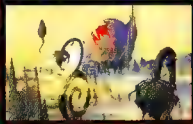
The battles are presented in an intriguing way, but the combat interface seems a bit clumsy after awhile. Being able to rotate around the battle adds some clarity, but to me it's not enough.

Furthermore, although there's no shortage of beautiful rendered backgrounds, the sprite-based characters tend to contrast badly with their surroundings, giving the game, in spite of its lovely scenery, a slightly dated feel—especially when compared to FFVII.

SaGa Frontier is an unusual RPG which is definitely better than average; I just expected more from the creators of one of the greatest RPGs of all time. If you leave your expectations at the door, you may enjoy it more than I did.

—Joe Rybicki

**EACH OF THE GAME'S SEVEN MAIN CHARACTERS POSSESSES UNIQUE ABILITIES AND WEAPONS WHICH ADD A GREAT DEAL OF VARIETY TO THE FREQUENT BATTLE SCENES.**



## Pros

- Lots and lots of play time
- Beautiful backgrounds
- No surprise battles!
- Lighthearted, action-oriented feel

## Cons

- Jumbled, unfocused stories
- Sprite-based characters
- Battle system seems clumsy
- Doesn't meet standards set by FFVII

Official U.S. PlayStation Magazine Rating





LEGENDARY LODE RUNNER IS NOW  
AVAILABLE FOR SONY PLAYSTATION.

# LODE RUNNER™

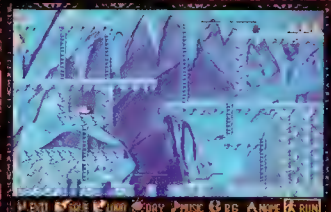
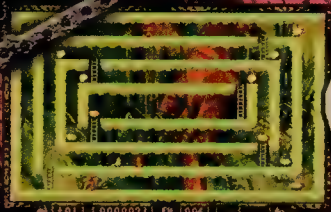
The Legend Returns/Extra



*"Hours of  
classic puzzle  
entertainment."*  
—*GamePro, Feb. '98*

*"This is one game that  
definitely deserves to  
be resurrected."*  
—*PlayStation Magazine, Dec. '97*

**Lode Runner: The Legend Returns  
and Lode Runner Extra are both included  
in this exciting 2-in-1 packaging. Dig and  
blast through hundreds of levels of exciting  
and challenging game play!**



- ▶ TWO GAMES ON ONE CD
- ▶ OVER 300 CHALLENGING LEVELS
- ▶ CONSTRUCTION MODE TO CREATE YOUR OWN LEVELS



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**WARNING:**  
YOU MUST BE 17 OR OLDER

# GRAND THEFT AUTO™

6"6"

6"0"

5"6"

5"0"

4"6"

4"0"

3"6"

3"0"



Windows® 95 Compatible

PC CD-ROM



"Life used to blow.  
Now I blow things up."

"But, I never steal  
the same car twice."

"Pimping is really  
just bringing people  
together."

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Road rage, murder, pimping, bank raids, hijackings,  
armed robbery, extortion, adultery, smuggling,  
petty thievery, drug busts, police bribes,  
unlawful carnal knowledge, double parking and more!

6"6"

It's a crime.

6"0"

5"6"

5"0"

4"6"

4"0"

3"6"

3"0"



"All the drugs, adultery  
and murder -- it's just  
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# NBA SHOOTOUT 98

Time to replace your old version of Shootout!

**D**ue to its success, it's no surprise that Sony continues to develop their basketball game franchise. Year after year, improvements have been made to enhance graphical elements and playability. Much like its predecessors, NBA ShootOut 98 deserves a fairly high score; but every rose has its thorns.

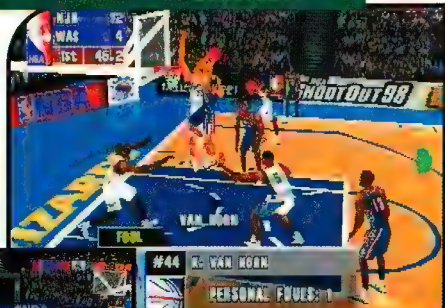
Once a game has been labeled a blockbuster, gamers begin to expect even bigger things from a sequel, which in the end becomes a double-edged sword. We expect the graphics, animations, game-play and whatnot to get better. Despite the fact that NBA ShootOut 98 mostly delivers on these expectations, taking a closer look at the gameplay mechanics reveals some elements that should've been fixed.

The difficulty has been ramped up (which is a welcome thing in basketball titles), making for a very challenging computer opponent. This isn't entirely a good thing, however, when stronger difficulty results in unrealistic situations. For example, a computer-controlled Shaq can shoot jumpshots, fade-aways and hooks from various spots on the floor and never miss a shot through four consecutive games in a row. Unless you know the art of blocking you have no chance to defend the big man. And how can this

big man steal from Hardaway or from the Bulls' Roster Guard (i.e., Jordan)? The developers wanted to give you a thorough challenge, and I'd have to say they've succeeded—but at a cost. You'll definitely need to make liberal use of the icon passing and cutting system to stand a chance against the CPU.

There are new player animations and better polygonal characters, along with faster gameplay. In addition to animations, there are more dunks and new signature moves, but graphical glitches (like dunking through the glass) still exist. Still, the overall package is impressive; the graphics and AI are top-notch. But there is still room for improvement. Only the most dedicated basketball gamer will be able to fully appreciate Shootout, which narrows the audience the title could have enjoyed.

—Dindo Perez



## box score

### Pros

- Super-improved AI
- Nice touches on polygonal characters
- Realistic, smooth moves, with a great variety of dunks

### Cons

- If Shaq can steal the rock from Payton, it might be too difficult for beginners
- Needs fine-tuning on animations

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**EXPECT TO SEE A BUTTLOAD OF NEW PLAYER ANIMATIONS, AWESOME, REALISTIC MOVES AND A VARIETY OF SIGNATURE DUNKS FROM A NUMBER OF REAL NBA PLAYERS.**





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**N SOME ARENAS INTIMIDATION COMES  
NOT ONLY FROM WHAT HAPPENS ON THE FLOOR,  
BUT WHAT HANGS ABOVE IT.**



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SHOOTOUT  
98**

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playSTATS

1 or 2  
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1 block

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Compatible

Elec. Arts

## NEED FOR SPEED III

Kind of a guilty pleasure

Let me start out by saying I was not a big fan of the first two Need for Speed games. It seems that third time's a charm for Electronic Arts, however, as Need for Speed III hooked me right away and wouldn't let go.

Between the game's multiple menus, you can adjust everything from your car's color to track conditions to the amount of traffic on the road. With all these options, the game won't become dull anytime soon.

While the Single Race and Tournament Modes are standard for racing games, it's the Pursuit Mode that stands out and

adds a bit of devilish fun to the game. In this mode, an entire police force is chasing after you attempting to end your racing career.

Crashing through roadblocks and running cops off the road may not be smart things to do in real life, but in this game, it's a blast.

Be sure to grab an analog controller, as the control suffers quite a bit with the digital pad. In Analog Mode, the game plays as smoothly as you could want.

About the only other fault is the music, which gets annoying very quickly. This is still a minor fault in an otherwise great game.

—Phil Theobald



box score

### Pros

- Runnin' from the law
- Tons of options

### Cons

- Sluggish control without analog
- Bland music



## SPEED RACER

playSTATS

1  
Player

Memory Card  
1 block

Jaleco



No. Speed, you'll be killed for sure!

Thanks to Jaleco, every 20-something American male can finally fulfill his boyhood dream: jumping behind the wheel of the mighty Mach V!

Speed Racer looks and plays much like Namco's Ridge Racer with the ability to deviate from the course with the aid of the Mach V's numerous gadgets. Too much traffic ahead? No problem. Use your autotacks to jump the guardrail and cut your own shortcut with your rotary saws. Sound like fun? It is,

at least until the novelty begins to wear off. Once you know where and when to use each gadget, Speed Racer becomes an overly simplistic, thoroughly average-looking driving

game. Sure, the sampled sound effects (taken directly from the television series) and funky, retro-futuristic car designs are sure to bring a smile to any Speed Racer fan's face, but Jaleco can expect only so much mileage from nostalgia alone.

Besides the lack of any recognizable enemies (where is the Acrobat Stunt Team?), Speed Racer's biggest disappointment is the lack of analog control. The game's been out so long in Japan, Jaleco had more than ample time to add it to the U.S. version.

—Gary Mollohan



box score

### Pros

- Gadgetry and shortcuts
- Sampled sounds from the series

### Cons

- Too easy
- No recognizable villains

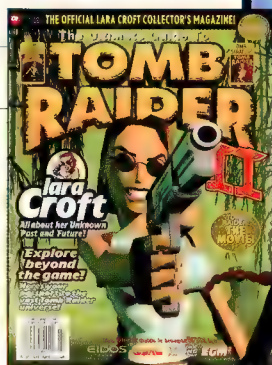




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# On Newsstands Now!

# review recap

a roundup of the more notable titles of the past few months

## Ace Combat 2

The sequel to Namco's hit game of airborne combat introduces advanced enemy fighter plane artificial intelligence as well as a host of new missions. With an array of distinct aircraft to earn, this is easily the PlayStation's best game of air-to-air fighter combat.

OPM Rating **★★★★★**



Just about all of us spent a lot of time with the games in this collection when they were in the arcades, so you might think you'd be as willing to spend time with them now. For the most part, you'd be wrong. Like most collections of old arcade games, this one is good for nostalgia but really not much else. Marble Madness is the best of the lot.

OPM Rating **★★★☆☆**



The newest fighter from SCEA sports loads of interesting options, most notably the ability to transform from human to beast at will. A quick fighting engine and intuitive controls earn points for this one, but the overall low level of difficulty prevents it from being truly great. Still, it's a solid, interesting addition to the PlayStation's stable of fighters.

OPM Rating **★★★★☆**



## Castlevania: SotN

The latest installment in the venerable Castlevania series has been hailed by many as the best game of 1997. Castlevania offers some of the best platform/adventure/RPG action on any system, with beautiful graphics, enthralling gameplay and three separate endings,



to boot. Symphony of the Night is a must-have for any gamer.

OPM Rating **★★★★★**

## Colony Wars

Psygnosis' game of space combat has wowed players and viewers alike from its earliest stages of development. Spiced with some of the greatest graphics of any PlayStation title yet, its gripping space saga is enhanced by great controls and a relatively non-linear story line. The story isn't exactly high art, but the hair-trigger controls put most other games of space combat to shame.

OPM Rating **★★★★★**



## Crash Bandicoot 2

Naughty Dog and Universal took criticisms of the first Crash to heart when designing the sequel. Although very similar to the original, Crash 2 is more user-friendly, less linear, more honest in its challenges and more impressive graphically. An all-around great platformer.

OPM Rating **★★★★★**



## Duke Nukem: Total Meltdown

The man that redefined the 3D corridor shooter has brought his bad self to the PlayStation at last. The level design and tough humor are the highlights here; Duke's one-liners give the game a personality that many other titles in the genre lack. The game retains its controversial themes, however, so parents be warned.

OPM Rating **★★★★☆**



## Final Fantasy VII

The most hyped RPG ever makes good on its promise with superlative graphics, a solid game engine and an amazing story. Complaints of the game's initial linearity are squashed under its overwhelming merits. RPG purists who are immune to awe may complain of the overly cinematic presentation. Ignore them. FFVII will redefine the genre.

OPM Rating **★★★★★**



## Gex: Enter the Gecko

The move to 3D was an interesting one for everyone's favorite smart-ass

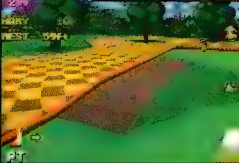


# recap pick of the month

## Hot Shots Golf

Sony Computer Entertainment America has come through with what may be the first golf game that's truly accessible—even enjoyable—to those of us who have never seriously picked up a club in our lives, those of us who wouldn't know a five iron from a pitching wedge. All the mundane details, like selecting the appropriate club and keeping score, are taken care of for you, leaving the player free to concentrate on what's really important: Truly tasteless clothing. No, seriously, Hot Shots' deceptively simple engine lets you concentrate just on the power and trajectory of your strokes, which in the end allows anyone to pick the game up and play well. The challenging Minigolf Mode adds some difficulty, so don't think it's just a walk in the park. All in all, a surprisingly enjoyable game.

OPM Rating **★★★★★**



Judge Dredd





lizard. On the whole, the transformation itself was done rather well. But the cumbersome, steer-it-yourself camera and the somewhat monotonous reliance on collecting pickups hurt the game in the long run. The interesting levels, hysterical voice-overs and top-notch graphics make it a game that's well worth a look.

**OPM Rating** ●●●●○

### Judge Dredd



Fans of the comic series or the movie (of which there are precious few) would be most likely to stand a chance of enjoying this one. It's a largely ho-hum light-gun shooter where you get to wear Dredd's badge and take on the role of judge, jury and executioner. Although Dredd is, in fact, the law, he is not an attractive man, as evidenced by the absolutely horrible full-motion video sequences: Dredd wears a comical sneer that perfectly sets the tone for this laughable game. Another great comic license destroyed by bad visualization.

**OPM Rating** ●●●●○

### Klonoa



Namco's platformer is delivered in the "2-and-a-half-D" style that made Crystal Dynamics' Pandemonium! popular, but is much cleaner-looking, as well as a great deal more complex. The ability to choose between multiple pathways makes each level more intricate—and consequently more challenging. Don't let the cartoony graphics fool you; this is no kiddie game.

**OPM Rating** ●●●●●

### The Lost World: Jurassic Park



This game has a great deal of potential, but fails—in a big way—to deliver the goods. The absolutely amazing dinosaur animations can't redeem this one; it manages to break every sensible rule of platform gaming. If you're into good gameplay, go dig somewhere else.

**OPM Rating** ●●●●○

### Madden NFL 98



This time, the competition is tough enough to

push Madden out of the top spot of video football. An emphasis on strategy and simulation is tarnished by dated graphics and questionable AI. Still, the bottom line is, Madden is the Coke to GameDay's Pepsi—mostly a matter of taste.

**OPM Rating** ●●●●○

### NFL GameDay 98



SCEA has fought their way to the top of the football heap with a completely revamped, polygonal graphics engine and gameplay that is fast, furious and just plain fun. Great AI makes this game nicely challenging, and a host of options and Easter eggs lets players customize to their hearts' content.

**OPM Rating** ●●●●●

### Riven: The Sequel to Myst



This complex, cerebral collection of puzzles is superior to Myst in every way. Amazingly photo-realistic graphics, stunning sound and puzzles which are more sensibly integrated into the game help players lose themselves in the touching story. Some graphical and sound glitches mar this work of art, but only slightly.

**OPM Rating** ●●●●●

### Skullmonkeys



Beautiful, clay-rendered characters and environments give this game character beyond the standard platformer, and some truly unusual power-ups and abilities also complement the good, solid platform gameplay. The only major problem is the relatively weak Bosses, but the number of levels easily makes up for it.

**OPM Rating** ●●●●●

### Tomb Raider II



Although this sequel is at its heart just more of the same, the inclusion of vehicles for Lara to pilot (a small speedboat and a nicely realistic snowmobile) adds some plain old arcade-style fun to a game that can become a bit too ponderous at times. One would expect the graphics to be better than the original, though.

**OPM Rating** ●●●●●



## Additional Ratings at a Glance

Alundra	●●●●○
Armored Core	●●●●○
Cool Boarders 2	●●●●○
Croc	●●●●○
Final Fantasy Tactics	●●●●○
G-Police	●●●●○
Ghost in the Shell	●●●●○
Jet Moto 2	●●●●○
Marvel Super Heroes	●●●●○
Micro Machines	●●●●○
MK Mythologies	●●●●○
Moto Racer	●●●●○
NBA Live 98	●●●●○
NCAA Football 98	●●●●○
NHL 98	●●●●○
NHL FaceOff 98	●●●●○
Nightmare Creatures	●●●●○
One	●●●●○
OW: Abe's Oddysee	●●●●○
PaRappa the Rapper	●●●●○
Point Blank	●●●●○
Resident Evil: DC	●●●●○
Spawn: The Eternal	●●●●○
Star Wars: MoTK	●●●●○
Street Fighter EX + α	●●●●○
Test Drive 4	●●●●○
Treasures of the Deep	●●●●○

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# LONGER LONG BALLS



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# PLAYSTATION'S

# 10 GREATEST... FIGHTING GAMES

compiled by the OPM staff

Walking into a software store can be a little daunting when there are literally **HUNDREDS** of PlayStation games (379 at last count), peripherals and other assorted do-dads that defy description available for purchase. With this in mind, we conceived the "**PLAYSTATION'S 10 GREATEST...**" series of features, designed to help **YOU** get the most out of your favorite game console. In addition to naming the very best a given genre has to offer, we'll expose the dregs in our **HALL OF SHAME**, so you don't have to worry about getting burned.

Last month, we told you about 10 overlooked PlayStation gems that deserve a second chance. This month—along with our in-depth Tekken 3 cover feature and strategy guide—we proudly present PlayStation's 10 Greatest...Fighters. As you might have guessed, our verbal sparring while compiling the list was as intense as any on-screen fisticuffs you've ever witnessed. (At one point, staff newcomer Phil Theobald was almost reduced to tears when his favorite fighter, the all-female Japanese title Angel Eyes, was called "too girly" by Wat.) **THREE IMPORTANT DECISIONS** were made early on, so please bear them in mind when reading this feature. First, each game's historical importance took a back seat to gameplay, so Battle Arena Toshinden, which set the standard at the time of its release, didn't make the grade in 1998. Second, while computer AI was taken into consideration, everyone knows that two-player contests are where fighting games truly shine. Therefore, the following games were ranked primarily by how they play with two human opponents. Third, although a *previewable* version of Tekken 3 was used to write our cover feature and strategy guide, we didn't have a *reviewable* version at the time of this writing, so we opted not to include it. Got it?

## TEKKEN

**10** **Developer:** Namco  
**Publisher:** Namco

**Released:** 11/95

**Origin:** Arcade Port

**Button Config.:** 2 punch, 2 kick

**Number Of Chars.:** Namco's first foray into the 3D fighting arena, Tekken silenced critics who claimed a polygo-



nal fighter could never play as fast as the 2D greats. Despite the lack of fireballs or other projectiles, Tekken had plen-

ty of flash thanks to eye-catching transparencies and bone-breaking throws.

**The game's most outstanding feature(s)** were its speed, huge combos and large number of sub-Bosses.

**The game's biggest contribution to the fighting genre** was becoming PlayStation's first great 3D fighter.

**The game could have been even better** if it included more 3D play mechanics.

## STREET FIGHTER COLLECTION

**9** **Developer:** Capcom  
**Publisher:** Capcom

**Released:** 12/97

**Origin:** Arcade Compilation

**Button Config.:** 3 punch, 3 kick

**Number Of Chars.:** 16 (Super SF II)

For this arcade compilation, Capcom dusted off three fighting classics and crammed them onto a single disc. Included in the package was the

never-before-seen (in the U.S.) Street Fighter Alpha 2 Gold, which boasted new moves, alternate characters and new play modes.

**The game's most outstanding feature(s)** was the new-and-improved Street Fighter Alpha 2 Gold.

**The game's biggest contribution to the fighting genre** was offering three great games for the price of one.

**The game could have been even better** if it had included Street Fighter II Turbo.





## STAR GLADIATOR

**8** **Developer:** Capcom  
**Publisher:** Capcom  
**Released:** 10/96  
**Origin:** Arcade Port  
**Button Config:** 2 slash, 1 kick, 1 guard

**Number Of Chars.:** 10  
Apparently reluctant to jeopardize the Street Fighter franchise, Capcom created an entirely new cast of characters for their first stab at the 3D fighting genre. Unfortunately, gamers didn't embrace Capcom's eclectic street fighters—which included a club-wielding dino, a Chewbacca clone and a yo yo-wield-



ing conehead—as really as their famous world warriors.

**The game's most outstanding feature(s)** was being Capcom's first 3D fighter.

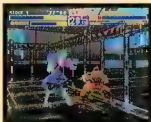
**The game's biggest contribution to the fighting genre** was paving the way for Street Fighter EX Plus α.

**The game could have been even better if** it had included a couple of world warriors as hidden characters.

## BLOODY ROAR

**7** **Developer:** Hudson  
**Publisher:** SCEA  
**Released:** 3/98  
**Origin:** Arcade Port  
**Button Config:** punch, kick, transform, "rave"  
**Number Of Chars.:** 9

A cross between Altered Beast and Fighting Vipers, Hudson's Bloody Roar was polished enough to merit first-party distribution by SCEA in the U.S. The game's flashy beast transformations added extra strategy as well as additional visual punch to this roaringly good brawler. **The game's most outstanding feature(s)** were its blazing speed, walled arenas and beast transformations.



**The game's biggest contribution to the fighting genre** was the ability to transform mid-fight.

**The game could have been even better if** the beast forms controlled radically different and possessed all new moves and combos.

## BUSHIDO BLADE

**6** **Developer:** Square/Light Weight  
**Publisher:** SCEA  
**Released:** 10/97  
**Origin:** PlayStation Original  
**Button Config:** upper, mid and low attacks; block; free run; change stance  
**Number Of Chars.:** 9

Squaresoft's second attempt at a fighter proved to be even more innovative than the company's first, Tobal No.1. Despite the game's numerous innovations and depth of play, many hardcore fight fans rejected Bushido Blade for its one-hit kills and code of fighting honor.

**The game's most outstanding feature(s)** were its one-hit kills, eight different weapons, HUGE environments, free run capabilities, Slash Mode, POV Mode—the list goes on.



**The game's biggest contribution to the fighting genre** was raising realism to unprecedented heights for a fighter.

**The game could have been even better if** the background fogging effect hadn't been added to the U.S. version.

## STREET FIGHTER EX PLUS α

**5** **Developer:** Arika  
**Publisher:** Capcom  
**Released:** 10/97  
**Origin:** Arcade Port  
**Button Config:** 3 punch, 3 kick  
**Number Of Chars.:** 23

The first Street Fighter game to be developed out-of-house (gasp!), EX was helmed by Akira Nishitani, head of the original Street Fighter II arcade team. While the polygonal characters



are a bit on the blocky side, all of your old favorites—including Ken, Ryu, Dhalsim and Sakura—are easily recognizable, while newcomers Crackerjack, Doctrine Dark and Hokuto are welcome additions to the Street Fighter universe.

**The game's most outstanding feature(s)** was taking Street Fighter into a third dimension.

**The game's biggest contribution to the fighting genre** was providing an excellent blueprint on how to translate a 2D fighter into a 3D world.

**The game could have been even better if** it had more faithful character models and more classic world warriors. We want Blanka!

## TOBAL NO. 1

**4** **Developer:** Square/Dream Factory  
**Publisher:** SCEA  
**Released:** 10/96  
**Origin:** PlayStation Original  
**Button Config:** high, medium and low attacks; block; jump  
**Number Of Chars.:** 11  
In addition to character designs by Akira Toriyama (of Dragon Ball fame), Tobal No.1 enjoyed the dual distinction of being Squaresoft's first 32-Bit title as well as their first fighter! In addition to a unique Quest Mode, Tobal provided American gamers with the first playable glimpse of the landmark Final Fantasy VII.



**The game's most outstanding feature(s)** were its 3D backgrounds, stellar soundtrack, Akira Toriyama character designs, unique Quest Mode and 60 fps, high-resolution combat.

**The game's biggest contribution to the fighting genre:** defeated Quest

Mode enemies became playable characters in Tournament and Vs. Modes.

**The game could have been even better if** the Quest Mode had been lengthier and more involved.

## DEAD OR ALIVE



**3** **Developer:** Tecmo  
**Publisher:** Tecmo  
**Released:** 4/98  
**Origin:** Arcade Conversion  
**Button Config:** punch, kick, counter  
**Number Of Chars:** 11

While boasting sharp 3D graphics

powered by Sega's mighty Model 2 arcade board, Dead or Alive became famous (or infamous) for an entirely different reason: its generously proportioned and hyper bouncy female fighters. Tecmo added new characters, outfits, moves and backgrounds to the PlayStation version, making it "closer to the world of Dead or Alive 2" in the producer's estimation.

**The game's most outstanding feature(s):** You don't have a pulse if you can't figure it out.

**The game's biggest contribution to the fighting genre** is the exploding Danger Zone surrounding the ring.

**The game could have been even better if** it had a nude code.

## SOUL BLADE

**2** **Developer:** Namco  
**Publisher:** Namco  
**Released:** 2/97  
**Origin:** Arcade Port  
**Button Config:** slash, kick, block  
**Number Of Chars:** 10



Known as Soul Edge in the arcades, Soul Blade boasted a number of new additions, including the innovative Edge Master Mode, which allowed each fighter to trek around the countryside in search of new weapons. Also, Soul Blade's photo-realistic CG-animated opening cinema was one of the most impressive seen to date.

**The game's most outstanding feature(s)** were the mind-blowing opening cinema and the unique Edge Master Mode.

**The game's biggest contribution to the fighting genre** was solidifying Namco's reputation for producing better-than-the-arcade PlayStation translations of its arcade titles.

**The game could have been even better if** the game's powerful combos weren't quite so simple to perform.

## TEKKEN 2



**1** **Developer:** Namco  
**Publisher:** Namco  
**Released:** 8/96  
**Origin:** Arcade port  
**Button Config:** 2 punch, 2 kick  
**Number Of Chars:** 23

Judging by the continuing strong sales of

this one-and-a-half-year-old fighter, plenty of you seem to think Tekken 2 is PlayStation's greatest fighter. Will Tekken 3, with its numerous improvements, be able to topple it? Find out in next month's review.

**The game's most outstanding feature(s)** were its incredible intro, fast gameplay, light-sourcing and individualized endings.

**The game's biggest contribution to the fighting genre** was setting the standard for the most playable characters.

**The game could have been even better if** the sub-Bosses didn't control so similarly to regular characters.

# HALLOF SHAME

To quote comedian Dennis Miller, the following PlayStation fighters are "more pathetic than Richard Simmons trying to throw a football" and should be avoided at all costs.



**Killing Zone**



**Iron and Blood**



**War Gods**



**Street Fighter the Movie**



**X-Men: CoTA**



**Rise 2: Resurrection**



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Final Fantasy VII Strategy

Demo Disc Includes:  
playables: Intelligent Qube, PaRappa the Rapper, Ace Combat 2,  
Fighting Force  
non-playables: Tomb Raider II,  
NFL GameDay 98

Issue #2—\$10



**November 1997**  
PaRappa the Rapper Feature  
Bushido Blade Strategy

Demo Disc Includes:  
playables: Crash Bandicoot 2, Croc,  
Armored Core, Madden NFL 98,  
Cool Boarders 2, Colony Wars  
non-playables: NFL, Pacoff 98,  
Ghost in the Shell

Issue #3—\$10



**December 1997**  
Ultimate PlayStation Setup  
Cool Boarders Strategy

Demo Disc Includes:  
playables: Bushido Blade, Yu, Star  
Wars: Masters of Teräs Käsi, Jet Moto  
2, Cardinal SYN, Ghost in the Shell,  
Moto Racer, Test Drive 4  
non-playable: One

Issue #4—\$10



**January 1998**  
Resident Evil 2 Feature  
Tomb Raider II Strategy

Demo Disc Includes:  
playables: NFL GameDay 98,  
CART World Series, Frogger  
non-playables: Spawn, Final Fantasy  
Tactics, Pandemonium 2, Sex 2

Issue #5—\$10



**February 1998**  
Dead or Alive Feature  
1997 OPM Editors' Awards

Demo Disc Includes:  
playables: NCAA GameBreaker 98,  
Tomb Raider II, Command & Conquer:  
Red Alert, Crimo Killer  
non-playables: Pitfall 3D, Resident  
Evil 2, Vigilante 8, Monster Rancher

Issue #6—\$10



**March 1998**  
Final Fantasy Tactics Feature  
A Look Ahead to '98

Demo Disc Includes:  
playables: Bloody Roar, Monster  
Rancher, Shiverscreamers  
non-playables: NBA ShootOut 98,  
Saga Frontier, Alundra,  
Mega Man Neo

Issue #7—\$10



**April 1998**  
10 Overlooked PS Picks  
Resident Evil 2 Strategy

Demo Disc Includes:  
playables: Hot Shots Golf, Pitfall 3D,  
NCAA Nitro, ONE  
non-playables: Blasto,  
Grandstream Saga



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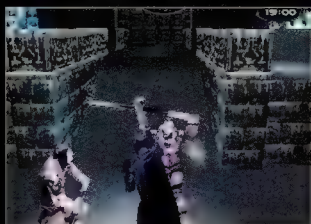
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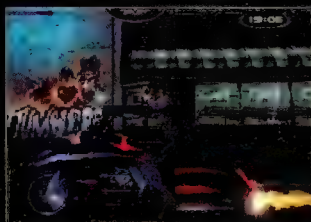
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# JUST I SAY SNOW

**Against the backdrop of the Vans  
Championships of Snowboarding,  
Psygnosis unveils their funky new  
racer plus two other hot titles.**

Photography by Tim Dunn





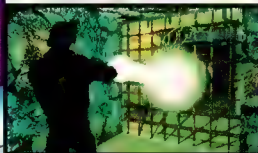
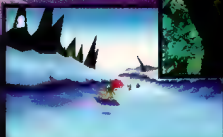


Away from the flashbulbs and microphones of the Olympic village, many American snowboarders sought to avenge mediocre Olympic performances at the Vans Championships of Snowboarding, which took place less than two weeks after the closing ceremonies in Nagano.

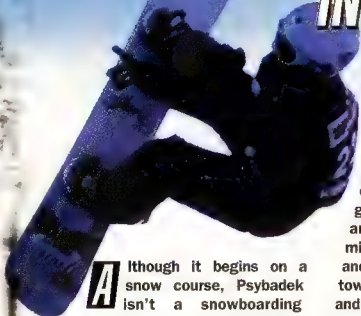


by Gary Mollohan

**S**ome of the biggest names in snowboarding descended on picturesque Kirkwood Resort, Calif., for the Vans Championships of Snowboarding, held Feb. 26-March 1. While newly crowned Olympic gold medalist (and NORML posterboy) Ross Rebagliati eschewed the event (apparently at his agent's urging), \$125,000 in prizes and the biggest snowfall of the season proved too much for many of his fellow Olympians to resist. During the four-day event, athletes from around the globe competed in both Olympic disciplines—Halfpipe and Giant Slalom—as well as fan-favorites Boarder-X and Big Air. Best described as a combination of motocross and rollerderby, Boarder-X pits up to six racers in head-to-head competition on a closed course that begins atop the 1,000-foot-long Giant Slalom, snakes through the 300-foot-long Halfpipe and ends at the bottom of the Big Air landing ramp! As an alternative soundtrack blared from the loudspeakers, the helmet-clad racers jockeyed fiercely for position, only to warmly congratulate the victor at the bottom of the course. The laws of physics were temporarily repealed for the Big Air competition, as competitors soared skyward, twisting and contorting their bodies for an impossibly long time before landing feet—and occasionally head—first on the hard-packed snow below.



# CATCH VIRTUAL AIR IN PSYBADEK



**A**lthough it begins on a snow course, Psybadek isn't a snowboarding game. Rather, it's more of a 3D platformer with racing elements. As Psygnosis explains, "Psybadek is NOT a snowboarding game. It's a game inspired by snowboarding. It's also inspired by skateboarding and music and a lot of contemporary cultural stuff [like Japanese manga art]...It's in a genre of its own."

After their friends are kidnapped by the evil Krakken, Xako and Mia must race across four hazard-filled zones—Snow, Jungle, Desert and Underworld—atop their *Back to the Future*-esque



hoverdeks to rescue them. In addition to physical hazards like crushers, moving platforms and buried mines, the duo must contend with killer penguins, unicycling Blobbits and other oddball enemies. Fortunately for Xako and Mia, an assortment of tow weapons, such as boxing gloves and remote-control bricks, can be collected and utilized against enemies. At the end of each level, the player must face a Boss, introducing all-new play mechanics. Defeating the Boss will release a friend, who promptly rewards you with his/her hoverdeck and a new trick. A wormhole transports you and your newly liberated friend back to a skatepark/game hub, where you can practice your new trick.

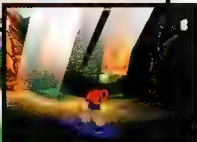
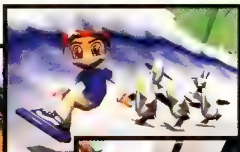
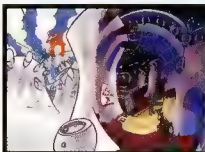
Unlike most other snowboard-inspired games, Psybadek rewards the player with more than points for performing stunts. Psybadek's tricks unleash powerful

attacks and can be used to vault upward to previously unreachable secret areas. As game designer Graham Stillwell explains, "Stunts are an integral part of the game. If you don't learn how to do the stunts, you're not going to get far."

Besides the genre-bending gameplay, Psygnosis hopes Psybadek's highly stylized look will attract throngs of jaded gamers who've seen and played it all. "We have a

complete madman for a concept artist," explains lead graphic designer Paul Bahr-Naylor. "We're having a hard time trying to keep a leash on him." Paul claims the team has set their sights on surpassing Crash Bandicoot's aesthetic beauty without sacrificing gameplay.

Psybadek is slated for a fall release and will offer both analog and NeGcon support.



As cosponsors of the event, Vans and Psygnosis logos could be seen everywhere, including the back of this Border-X competitor, anxiously awaiting the next heat. Even though they don't manufacture hoverdeks—we checked their latest catalog—the Vans logo also appears in Psybadek.





## EARTH'S FADING EMPIRE STRIKES BACK

**C**olony Wars: Codename Vendetta (working title) takes place roughly 100 years after the first game. This time, the player fights on the side of the Navy, who have fallen into disarray after being trapped in their own solar system.

Besides a more in-depth story, the game will boast improved graphics,

higher enemy populations, better collision detection and more realistic physics.

According to project designer Mike Ellis, Vendetta will be "faster, harder

[and] meaner" than ever before.

In response to player feedback, the developers have added the ability to choose which craft you pilot into battle. While the number of controllable ships has dropped from seven to four, each craft is now rated in three key areas—shields, weapons and gyros—which can be upgraded as the player progresses.

Among Codename Vendetta's weapons—there are 22 in all—are new offensive, defensive, repair and probe "pods." These remotely launched devices can be used to attack enemies, escort friendly crafts, repair any ship or probe the capabilities of new ships that appear

during the game. Additionally, you can send enemies haywire by uploading viruses into their computers or drain energy from opposing vessels to replenish your own shields.

Colony Wars: Codename Vendetta is slated for a fall release and should redefine the space shooter genre—again.

## JULES VERNE MEETS JUDGE DREDD

**W**hen a deadly plague threatens the city of Calli, a legendary green pearl becomes the entire population's last hope for survival. As one of four hand-picked heroes, you must retrieve the mystical pearl...or die trying.

Developed at Psygnosis' Paris studio, O.D.T. is a third-person perspective 3D shooter from the makers of Power Soccer. Building on the knowledge they acquired creating their acclaimed sports title,

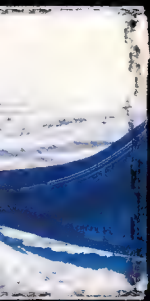
O.D.T.'s developers are packing in over 250 motion-captured character animations.

According to producer Jean-Baptiste Bolcatto, O.D.T.'s look can best be described as "Jules Verne meets Judge Dredd." Each of the game's eight zones has a unique look and is packed with such visual effects as colored, directional lighting and a real-time particle system that creates rain, blood, sparks and other atmospheric effects.

Each character is rated in four areas—weapon control, physical strength, magic ability and fighting

experience—which can be selectively improved by the player. Experimentation is required to discover which weapon is best suited for your character, and hidden crystals can be used to unleash powerful magic attacks.

Like Psybadek and Codename Vendetta, O.D.T. is slated for a fall release, so you'll just have to wait a few months...or die trying.



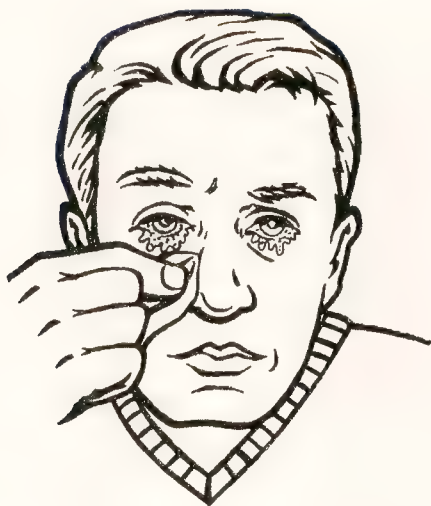
Depression hurts. Fighting Force and Tomb Raider II can help.

## SIGNS AND SYMPTOMS OF DEPRESSION

- |   |  |
|---|--|
| ■ | Persistent sadness and or irritability.  |
| ■ | Recurring thoughts of how much better life would be if you had Fighting Force or Tomb Raider II. |
| ■ | Statements such as, "I'm bad. I'm stupid. No one likes me."                                      |

*When depression strikes, immediately seek the help of a trained professional at your local video game store.*





Wiping secretions



Research shows that the leading cause of depression among gamers is a noticeable lack of Eidos games.

Fortunately, this deficiency can be treated both safely

and effectively with games like Fighting Force

or Tomb Raider II. But early intervention is crucial. Or else,

it's only a matter of time before they threaten to do something really stupid, like go to therapy.



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# TEKKEN 3

**T**he long wait is finally over. Tekken 3 has arrived, and we're not going to waste any time in getting you the latest moves, strategies and secrets. This month we'll cover the first 10 selectable characters and many of their links, strings and combos. More in-depth coverage will continue across the next couple of issues to keep you current with the newest strategies. Now here's a taste of Namco's latest installation to the Tekken series.

## Move List Key

■ Button

➡ Hold Direction

★ Neutral Position

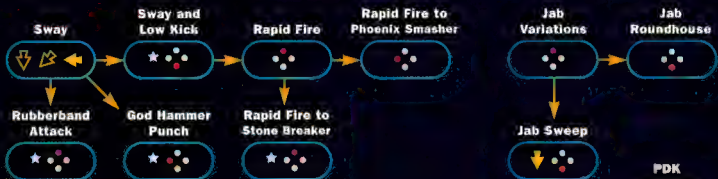
⬇ Tap Direction

■ C While Crouched

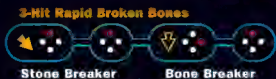
■ Side Step

■ Back Turned

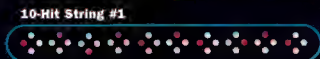
## LINKS



## COMBOS



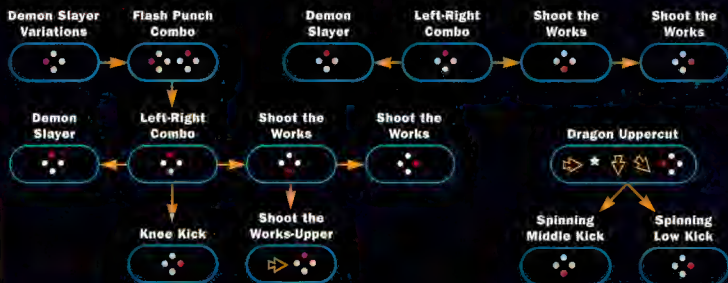
## STRINGS



PAUL PHOENIX



## LINKS



## COMBOS



## STRINGS



## LINKS

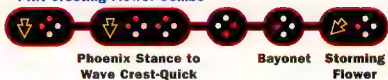


## COMBOS



LIN XIAOYU

## 4-Hit Cresting Flower Combo



## 7-Hit Weapon X Combo



## Theater Mode

With incredible FMV cinemas, Namco has wisely included this mode, allowing you to view your favorite endings until your heart's content.

## STRINGS

### 10-Hit String #1



### 10-Hit String #2



## LINKS

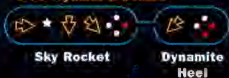


## COMBOS

### 5-Hit Chainsaw Beardown Combo



### 2-Hit Dynamite Combo



### 3-Hit Grand Jam Combo



### 5-Hit Eagle Hunter Combo

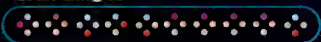


## STRINGS

### 10-Hit String #1



### 10-Hit String #2

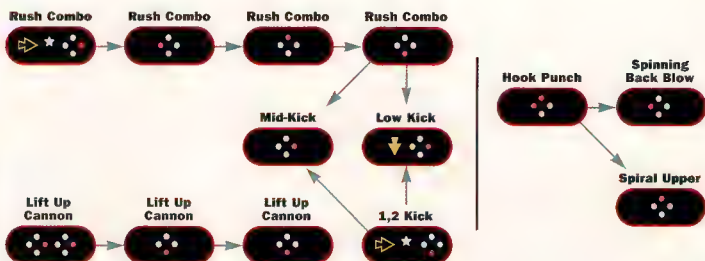




# LEI WULONG



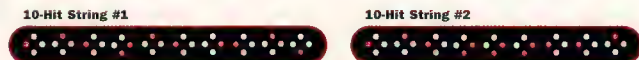
## LINKS



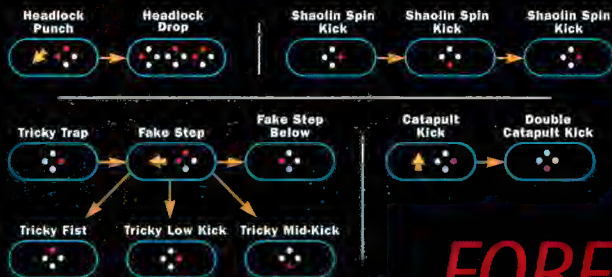
## COMBOS



## STRINGS



## LINKS



# FOREST LAW



# SURF'S





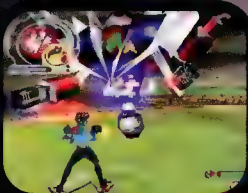
# UP!

**Catch Air on a  
Killer Board.  
And Carry a  
Big Gun.**

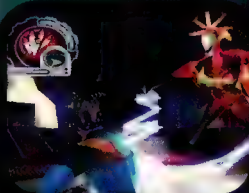
Defend the vibrant computer  
world of Mainframe from  
Megabyte's twisted army. Grab  
your high-flying Zipboard  
and blast into action before  
the system deletes **YOU**.



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the world.



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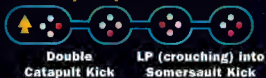
### 5-Hit Junkyard Beatdown Combo



### 4-Hit Dragon Arrow Combo



### 4-Hit Triple Flip of Doom Combo



### 2-Hit Froggy Combo



## STRINGS

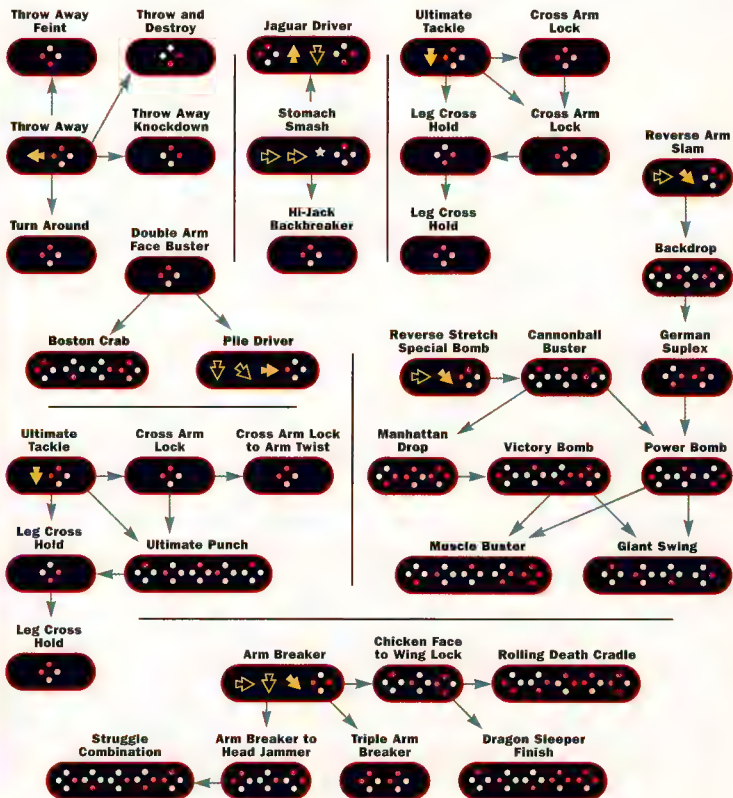
### 10-Hit String #1



### 10-Hit String #1



## LINKS



KING



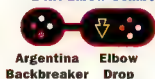


## COMBOS

### 2-Hit Shove Combo



### 2-Hit Elbow Combo



## STRINGS

### 10-Hit String #1



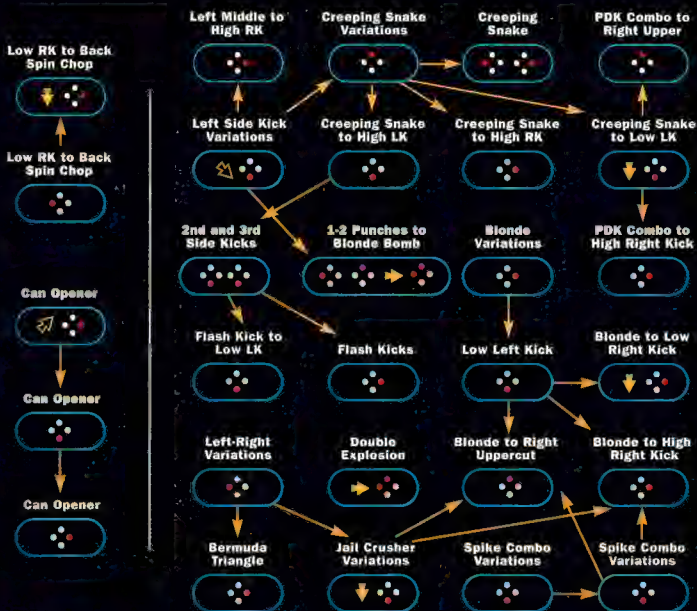
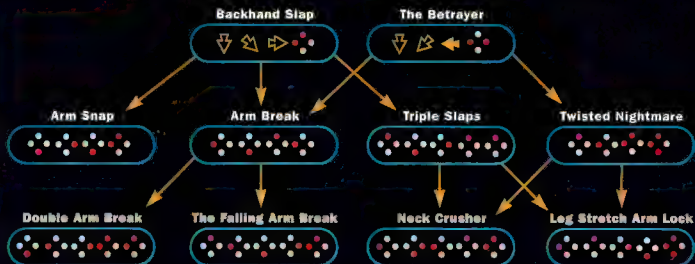
### 10-Hit String #2



## Tekken Force Mode

How well does Tekken work as a side-scroller? Force Mode will give you the chance to find out. Battle your way through five different areas, with each ending in a Boss.

## LINKS



## Tekken Ball Mode

Best described as a human game of Pong, this new feature is comprised of batting around a large ball. Damage is inflicted when it touches the ground past the lines or when you strike the ball with a powerful move. At first glance this may look to be a tad on the silly side, but in fact it can be very challenging and entertaining as well.

## STRINGS

10-Hit String #1



10-Hit String #2



## LINKS



## COMBOS

4-Hit Beach Breeze Combo



3-Hit Caribbean Combo



## STRINGS

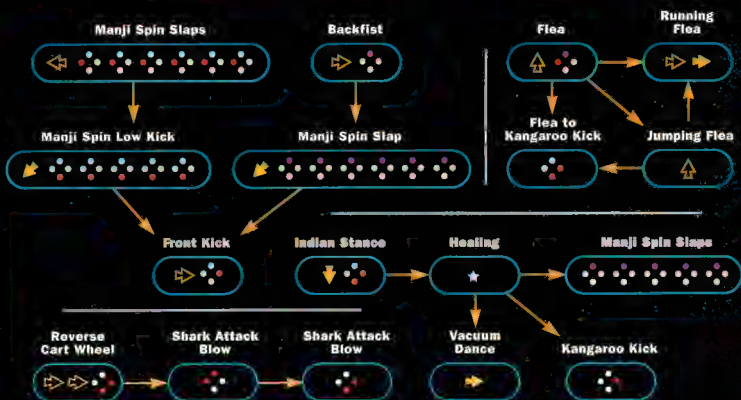
10-Hit String #1



EDDY GORDO



## LINKS

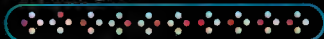


## COMBOS



## STRINGS

10-Hit String #1



10-Hit String #2



# Tekken 3 Strategy Update

Next month we will continue to bring you the latest moves and combos for all of the characters, including the numerous hidden characters. Special features such as the Tekken Ball Mode and other remaining secrets will be divulged as well.

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It's All You Need To Know



# TRICKS of the trade

Codes and Tricks for the PlayStation

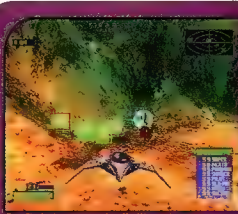
## Ghost in the Shell

**Level Select, Animation Select and Hidden Picture**

At the Main Menu Screen, enter the following code to get access to all the levels: R2, R1, Square, Square, Up, Down, Square, Square, R2, R2. You will hear a tone to confirm the code worked. Now press Start on "Mission Start" and you will be able to choose any of the 12 missions available to you. Also, you can go to "Options" and then go to the Movie Replay

Option. Here you can play any of the cinematics from the game! To access a hidden picture, you must defeat the game without using any continuances. The final cinema will play, followed by the staff credits. If you are patient

enough to wait for this to end, you'll be rewarded with a full-size picture of Motoko Kusanagi.



## Critical Depth

**Infinite Weapons, Drop Pods**

Here are a couple of codes for this killer game. To execute any of these codes you must be in the game, but do not pause it. You will have to be quick when you enter these codes to get them to work.

**Infinite Weapons:** L1, R1, L1, R1, Up, Down, Left, Down.

**Drop Pod:** L1, R1, L1, R1, Up, Down, Left, Up.

## NASCAR 98

**Various Game Cheats**

There are a few tricks here that will affect the type of car you have or add some kind of effect to it.

**EA Sports Car:** This trick can only be done in Exhibition Mode. Go to the Race Setup/Car Select Screen and highlight the Kenny Wallace car. Then hold X and press Up and Down.

**Faster Car:** To build a faster car you must go into the Car Setup Screen. From there put the pressure all the way up, the wedge all the way down, the rear spoiler all the way down and the gear ratios all the way up.

**Pinnacle Car:** This trick only works in Exhibition Mode as well. Go to the Race Setup/Car Select Screen and highlight Bobby Labontes' car. Hold X and press Up then Down.



## Bloody Roar

**Multiple Cheats**

There are several cheats you can get for this game. Follow the directions for each to get the code.

**Big Head:** On "Normal" setting while on the Character Select Screen, hold L2 and choose your fighter with the Circle button.



**Large Arena:** If you beat 10 opponents in a row in the Survival Mode, you will be able to increase the size of the arena.

**Regenerating Life Bars:** Finish the game with Bakuryu on Level Four or above.

**Big Arms:** Beat the game without continuing on Level Four or above.

**Small Fighters:** At the Character Select Screen, hold R2 and choose your fighter with the Circle button.

**School Girl Alice:** Beat all the opponents in Time Attack Mode in under 10 minutes.

Do you have a trick that you, and only you know? Don't hold back—write us at...

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Tricks of the Trade  
1920 Highland Ave., Suite 222  
Lombard, IL 60148

Sorry, we cannot respond to individual letters asking for codes or tricks.



## Beast Wars

### Power-Up Weapons, Mission Skip

There are a couple of tricks you can do while you are in a mission to help you out right from the start. You have to do these codes quickly to pull them off.

#### To power up weapons:

Pause the game, hold L2 and quickly press Up, Down, Left, Right, Triangle, X, Square. Continue to hold L2 and unpause the game.

#### To complete the current mission:

Pause the game, hold L2 and quickly press Up, Down, Left, Right, Triangle, X, X, Triangle, Right, Left, Down, Up. Continue to hold L2 and unpause the game.



## Speed Racer

### All Cars, Course Select Codes, etc.

These tricks will give you some cool, new options:

**Access All Cars** - At the Car Select Screen, press and hold these buttons in this order:

R1+R2+L1+L2+Select+Down+Triangle. Now let go and scroll Left or Right to see all the extra cars you can choose.

**Course Select Codes** - At the Course Select Screen, do these codes:

**Night Only Race** - Hold R1+R2 and press the X button.

**Day Only Race** - Hold L1+L2 and press the X button.

**Dusk Only Race** - Hold

R1+R2+L1+L2 and press the X button.

**Two Extra Views** - During a race, press Start to pause the game. Press Right five times, then Left five times. Unpause the game and use the zoom buttons to get additional views.

**Smash the Start (Check) Sign** - Activate the Rotary Signs on either the Mach 5 or the Demon. Then use the Auto Jacks to attack the sign.



## Skullmonkeys

### Super Cool Passwords

These passwords will give you passwords to different levels of the game with many lives to boot! Just access the Password Option from the Main Menu and enter any of the codes as shown:

**YNT Weeds with 40 lives** - X, Circle, X, Triangle, Square, Triangle, Square, Circle, X, Circle, Triangle, Square.

**YNT Mines with 72 lives** - X, L2, Triangle, R1, L1, X, L2, Square, Triangle, L1, Square, R1.

**YNT Eggs with 10 lives** - Triangle, Square, Circle, Triangle, X, Square, Circle, Triangle, Square, X, Triangle, Square.

**YNT Eggs with 65 lives** - Square, X, Circle, Triangle, Triangle, X, Square, Circle, Triangle, Circle, X, Square.



Elevated Structure of Terror with 74 lives - Triangle, Square, Circle, X, Square, X, Circle, Square, Triangle, Circle, X, X.

**Evil Engine #9 with 47 lives** - R2, R2, Triangle, L2, L1, R1, R2, L1, R2.

Triangle, X.  
**Evil Engine #9 with 60 lives** - L1, R2, R1, L2, L1, R1, L2, R2, L1, R1, R2, L2.

**Monkey Mage with 23 lives** - R2, R1, L1, R2, R1, L2, L1, R1, L2, L1, R2, L2.

**Glenn Yntis with 22 lives**

- R2, R1, L2, R1, L1, X, L2, L1, X, Triangle, L2, L1.

**Shards with 71 lives** - R2, R1, Circle, L2, R2, L2, R1, L1, R2, Triangle, L2, Square.

**Castle De Los Muertos with 63 lives** - R2, L2, L1, R2, L2, R1, L1, R2, L2, L1, R2, L2.

**Klogg with 55 lives** - R2, L1, R1, L2, L1, R1, R2, L2, L1, R2, R1, L2.

**Worm Graveyard with 30 lives** - R1, R2, L2, R2, R1, Square, Triangle, Circle, L1, X, Square, Triangle.

**Monk Rushmore with 31 lives** - R2, L2, R1, L1, R2, L2, R1, X, L1, R2, L2, X.

**Monk Rushmore with 55 lives** - R2, L1, R1, L2, X, Circle, X, R2, L2, L1, R1, R2.

**Skullmonkey Gate with 54 lives** - R1, L1, R2, L2, L1, R2, L2, R2, L2, L1, R2, L2.

**Skullmonkey Gate with 61 lives** - L2, R2, L1, R2, L1, R1, R2, L2, L1, X, R2, X.

**Skullmonkey Gate with 84 lives** - L1, R1, L2, R2, R1, L1, L2, R2, R1, L2, R2, R1.





THE COLOR SCHEMES BELOW ARE USED TO INDICATE THE GAME'S GENRE:

•Action/Adventure •Fighting •Sports  
•RPG •Puzzle/Strategy •Platform

However, you must use this in moderation. The more you do this trick, the stricter your style will become. Your monster will have a tendency to run away and destroy its home if your style gets overbearing, so be warned!

## Secret Monster

To do this trick, your breeding status must be in master rank (R-10). Note: You must have another game called "Tecmo's Deception" to do this trick. When you are about to breed a monster, put in the Tecmo's Deception game CD and you will get a secret character from that game called Ardebaren when you generate a monster in the shrine! Also, PlayStation and computer data CDs that have one track on them will produce purebred monsters.

## Moto Racer

### Many Cheats

Enter these codes on the Title Screen (with Start/Options).

**View Credits** - Press O, T, O, O, T, O, Up, Right, Left, X.

**View Victory FMV Sequence** - Press O, T, O, T, O, T, L, L, Up, R2, X.

**Enable All Tracks** - Press Up, Left, Right, Down, Down, O, R2, T, X.

**Enable All Reversed Tracks** - Press Down, Down, Right, Left, Up, Up, O, L2, T, X at the Title Screen.

**Night Mode** - Press Up, O, L1, Down, T, L2, O, Left, R1, X.

**CPU Bikes Only Go 50 km/h** - Press Down, Down, Down, O, L1, O, L2, Down, Down, X.

**Reverse Mode** - Press Left, Right, Left, Right, O, O, R1, L1, T, X.

**Pocket Bikes** - Press Up, Down, R2, L2, Down, Up, L1, X at the Title Screen.

**Turbo Boost** - Press Up, Up, Up, T, R1, T, R2, Up, Up, X at the Title Screen.

## NBA Live '98

### Easter Egg Codes

To enable the Easter egg codes, enter a regular game (Exhibition, etc.), and after choosing your teams, go to the User Setup Screen. Choose "Start New" and enter the name: Secrets. Press Start to confirm the name then press the Circle button to activate the Secrets Menu. To enter the

codes, go to Secrets Menu and highlight "Enter Secret Code" and press the X button. Now, enter the following codes—they are case sensitive, so enter them exactly as shown:

**Seaweed** (Underwater court)

**Scary** (Home team in Halloween costumes)

**Freaky** (Away team in Halloween costumes)

**Cloak home** (Home team selected player is invisible)

**Cloak away** (Away team selected player is invisible)

**Eyepatch** (Create player with eyepatch)

**Monocle** (Create player with monocle)

**Toque** (Create player EA Toque)

**Prisoners** (Hitmen be free)

**Lizard** (Chameleon Home Team)

**Reptile** (Chameleon Away Team)

## NCAA Football '98

### Various Tricks

Here are some awesome codes for NCAA Football '98. At the User Records Screen, enter one of these names to release a cheat for either a new team or a cool code. Check out these tricks:

### FOOTBALL CHEATS

**ELECTRICH**: Electric Football  
**SEF FMV**: Enables the FMV Menu  
**WHOLE POLL**: See 112 teams in the poll  
**GB SPEED**: Fast Players  
**COOLSTE**: Show all stadiums  
**EASPORTS**: EA Sports Team  
**TIBURON**: Tiburon Team  
**SHORT QUART**: 15-second quarters

### HISTORIC TEAMS

**JEXLAD**: '73 Alabama  
**WHVCLIR**: '89 Alabama  
**ZDDJOT**: '92 Alabama  
**CEVHETS**: '89 Colorado  
**VEWOJ**: '96 Florida  
**MYLQLOH**: '93 Florida State  
**RCIXRE**: '96 Florida State  
**ZOWS**: '82 Georgia  
**EIWQOH**: '83 Miami  
**WREHSTAETH**: '86 Miami  
**WEVKIM**: '87 Miami  
**WMXIX**: '89 Miami  
**WYGGKEP**: '91 Miami  
**WEVYNWNO**: '92 Miami  
**ANOSYAJ**: '94 Miami  
**BSEPMAD**: '65 Michigan State  
**KICZIRE**: '91 Michigan  
**IGXIR**: '83 Nebraska  
**EGAXRIM**: '91 Nebraska

## NCAA GameBreaker '98

### Secret Teams/Option Codes

Enter these codes at the Easter Egg Screen (keep pressing Down at the Title Screen to find it). The codes will enable a variety of hidden teams and extra options.  
**SC**: Win all games in simulator  
**BOOST**: Give season team boost in simulator

**BEAT DOWN**: Make season team all 99s in game

**JUMP**: Change teams during a season

**GIMME**: Activates all all-time teams

**BUILDER**: Make a player with high attributes

**CREDITS**: Show credits

**Ala 89**: Alabama '89

**Ala 92**: Alabama '92

**ASU 96**: Arizona State '96

**Col 89**: Colorado '89

**Fla 95**: Florida '95

**Fla 96**: Florida '96

**FSU 92**: Florida State '92

**GB98**: GameBreaker 98

All-star team

**Miami 83**: Miami '83

**Miami 85**: Miami '85

**Miami 86**: Miami '86

**Miami 89**: Miami '89

**Miami 91**: Miami '91

**Miami 92**: Miami '92

**Miami 94**: Miami '94

**Mich 91**: Michigan '91

**Neb 83**: Nebraska '83

**Neb 91**: Nebraska '91

**Neb 92**: Nebraska '92

**Neb 93**: Nebraska '93

**Neb 95**: Nebraska '95

**Neb 96**: Nebraska '96

**ND 89**: Notre Dame '89

**ND 90**: Notre Dame '90

**OSU 96**: Ohio State '96

**Okla 79**: Oklahoma '79

**Okla 87**: Oklahoma '87

**Okla 79**: Oklahoma '79

**Penn 78**: Penn State '78

**Penn 82**: Penn State '82

**Penn 85**: Penn State '85

**W Vir 88**: West Virginia '88

## NFL GameDay '98

### Easter Eggs

At the Main Menu Screen, access Option, then choose Easter eggs. Now pick the "Add Entry" Option and enter one of these cheats:  
**credits**: Shows credits  
**equal teams**: All players equal  
**quiet crowd**: Crowd quieter  
**busy ref**: Lots of unfair penalties  
**loud mouth**: Loud PA announcer  
**blind ref**: Ref doesn't call PI or

personal fouls

**crunch time**: Louder hit noises

**big foot**: Long field goals

**gloves**: Great hands for receivers

**toast**: Bad pass coverage

**leech**: Great pass coverage

**hatchet**: Forearm shiver is juiced

**bettis**: Shoulder charge is juiced

**juice**: Hyper speed burst

**jack hammer**: Super stiff arm

**rejection**: Defensive jump

is higher

**flea circus**: Players are tiny

and quick

**watery al**: Catch-up speed high:

pursuit angles are wrong

**virtual polygons**: Flat players

**humongous**: All players are huge

**thin air**: Special stadiums

and teams

**look ma**: Players have stumps

for arms

**show off**: CPU does only

High Steps

**gd challenge**: Hidden difficulty

level

**deep gray**: CPU remembers

30 plays

**cpu offense**: CPU offense gets a

speed juice

**cpu defense**: CPU defense gets a

speed juice

**psychic**: CPU cheats on every

play call

**fire drill**: Player and ball speed are

very high

**nyse**: Swim moves are juiced

## Nightmare Creatures

### Cheat Menu Code

On the Main Menu Screen, move down to the Enter Password Option and access it. Enter the code: Left, Up, Triangle, Down, Circle, Triangle, Square, Down. Then press Start. Move up to "Start Game" on the menu and access it. A new menu will appear that allows you to turn on or off unlimited continues and weapons, the option to play as a monster and a level select cheat. Choose any one of these before you begin your game.

## NHL Powerplay '98

### Cheat Mode and Net Teams

While waiting for the puck to drop during the faceoff, press L1, L2, R1 followed by one of the buttons below for various results:  
**X**: Speeds up gameplay  
**L1**: Increased penalties  
**R1**: Increased penalty shots

# TRICKS archive

## Codes and Tricks for the PlayStation

L2: More accurate shots  
R2: Easy goals  
For new teams enter NETHOCYKE at the Name Entry Screen.

### Hidden Team

This trick will give you a hidden team normally not available in the game. On the Main Menu Screen, choose "Exhibition" and then hold the X, Triangle, Square and Circle buttons until the next screen loads in. Once the Team Select Screen appears, let go of the buttons and scroll through the teams on the first or second controller, and you'll find that you can choose a new team: the Red Army. This new team has a high rating, so you will be sure to do well with it.

### Nuclear Strike

#### Game Cheats and Level Passwords

For the following codes to work you must go into the Password Screen. From there enter the codes just as they are typed.  
**EAGLEEEY:** This password allows you to fly over the first mission without being shot at  
**PHOENIX:** Gives you four continues  
**WARRIOR:** Gives you five continues  
**MPG:** Allows you to fly longer without having to refuel your craft  
**LAZARUS:** Infinite lives  
**LIGHTNING:** Secret bonus level  
**WARPDRIIVE:** Faster vehicles

#### Level Codes

**LEVEL 1:** JUNGLEWAR  
**LEVEL 2:** CUTTHROATS  
**LEVEL 3:** COUNTDOWN  
**LEVEL 3B:** PLUTONIUM  
**LEVEL 4:** PUSAN  
**LEVEL 5:** ARMAGEDDON  
**BONUS:** LIGHTNING

### Oddworld: Abe's Odyssey

#### Cheat Button Combinations

The first two of these are accessed by highlighting the Option at the Main Menu. After this is done, do these tricks:  
**Movie:** While holding R1, press Up, Left, Right, Square, Circle, Triangle, Square, Right, Left, Up, Right.

**Level:** While holding R1, press Down, Right, Left, Right, Square, Circle, Square, Triangle, Circle, Square, Right, Left.

**Fart:** This next trick can be done any time during the game. While holding R1, press Up, Left, Right, Square, Circle, X.

### Ogre Battle

#### Hidden Stage and Music

To get a hidden stage, follow this method. In the beginning of the game when you are asked by Warren to enter your name, put in "FIRESEAL" on the Password Screen. Go through the questions, and after a little loading, the Map Screen will appear. Move your cursor to the crossed swords and you will see that it is Dragon's Heaven. This is a new stage not normally found in the game. For a music test, enter your name as MUSIC/ON. The game will load and the Music Mode Screen will appear.

### One

#### All Weapons and Stage Select

At the Main Menu Screen, move over and choose the "Load Game" Option. Then pick "Enter Password." Put in one or both of these codes for the results as shown:

**MAXPOWER** - Gives you access to all the weapons  
**HEVYFEET** - Opens up the Stage Select Screen where you can choose to start from any of the six levels

### Pandemonium 2

#### Many Incredible Codes

From the Title Screen, access the Password Option. On the Password Screen, enter one of the codes as shown below:  
**GETACCES:** This code opens up all the levels

**SKATBORD:** Get Speed Greed after every level

**HORMONES:** Gives you maximum health

**IMMORTAL:** This code maxes out your lives

**MAKMYDAY:** Gives you a permanent weapon

**NEVERDIE:** Invincibility throughout the game

**GENETICS:** Gives you Mutant Mode

**GONAHURL:** Access to camera roll

**JUSTKIDN:** Monsters regenerate

**ACIDDUDE:** This gives you cool psychedelic textures

### PlayStation Underground No. 2

#### Hidden Items

For now, here are some hidden goodies that have been discovered on CD #1:

**MechWarrior II: unlimited ammo code:** At the Main Menu, hold the Square, Triangle and Circle buttons simultaneously and then press X.

**K-1 The Arena Fighters: combo moves:** At the Main Menu, hold L1, R1 and R2. Then press L2. Preview of Intelligent Qube: Inside the Imports Screen, press Square, Triangle and Circle at the same time rapidly.

**Twisted Metal 2 fan:** Inside the Download Screen, hold all four top L and R buttons simultaneously. With these held, press and hold Triangle and Circle. With all of these held, press Square.

**Game tester picture:** Inside the Research and Development Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

**Blasto remark:** Inside the Tech Q & A Screen, press Square, Triangle and Circle at the same time.

**Peak Performance code:** Inside the Bulletins Screen, hold L1+R1 and press Square, Triangle and Circle at the same time rapidly.

### PlayStation Underground No. 4

#### Many Cheats

**Disc 1:**  
**Contest** - In the Bulletins section, hold Triangle and Circle. While holding them, press Square twice.

**New Memory Cartridges** - In the Code Archive section, hold Triangle and Circle. While holding them, press Square twice.

**Where Are They Now?** - In the Event Center, hold Triangle and Circle. While holding them, rapidly press Square.

**PaRaPa Fun Code** - On the Main Menu Screen, press Square, Triangle, Circle, Triangle, Triangle.

### Disc 2

**Resident Evil 2 Video** - On the Main Screen (with Cardinal SYN showing), press Square, Triangle, Square, Triangle.

**Our Lady Peace Video** - On the Main Screen (with Cardinal SYN showing), press Circle, Triangle, Circle, Triangle, Circle, Square, Circle.

**Twisted Metal 1 Ending** - On the Main Screen (with Cardinal SYN showing), hold Circle and Triangle. While holding them, press Square twice.

**Cool Boarders 2 Tips** - On the Main Screen (with Cardinal SYN showing), press Triangle, Triangle, Circle, Triangle, Square.

**Red Asphalt Codes** - On the Main Screen (with Cardinal SYN showing), press Square, Triangle, Square, Circle.

### Shipwreckers

#### Level Select codes

Enter the following codes to give you access to every level of the game. They will work on any difficulty setting. First, enter the Single-Player Mode of the game. These codes will not be available for Multiplayer Mode. Now go to the Password Select Screen and enter the following:

**Level 1-2:** Ship, Skull, Fish, Anchor, Ship, Anchor

**Level 1-3:** Ship, Anchor, Skull, Ship, Anchor, Fish

**Level 1-4:** Skull, Ship, Fish, Anchor, Anchor, Ship

**Level 2-1:** Fish, Ship, Anchor, Ship, Skull, Anchor

**Level 2-2:** Skull, Anchor, Anchor, Fish, Anchor, Ship

**Level 2-3:** Fish, Anchor, Ship, Ship, Skull, Skull

**Level 2-4:** Anchor, Ship, Fish, Skull, Skull, Fish

**Level 3-1:** Ship, Skull, Skull, Fish, Anchor, Skull

**Level 3-2:** Fish, Skull, Anchor, Fish, Skull, Fish

**Level 3-3:** Fish, Fish, Ship, Skull, Fish, Ship

**Level 3-4:** Ship, Anchor, Ship, Fish, Anchor, Fish

**Level 4-1:** Skull, Skull, Anchor, Ship, Fish, Fish

**Level 4-2:** Ship, Anchor, Skull, Fish, Fish, Anchor

**Level 4-3:** Skull, Ship, Skull, Skull,



Fish, Ship  
**Level 4-4:** Ship, Fish, Ship, Fish, Ship, Anchor  
**Level 5-1:** Anchor, Ship, Fish, Skull, Fish, Ship  
**Level 5-2:** Fish, Ship, Anchor, Skull, Ship, Fish  
**Level 5-3:** Ship, Fish, Skull, Anchor, Anchor, Skull  
**Level 5-4:** Skull, Ship, Anchor, Fish, Ship, Skull

## Star Wars: Masters of Teräs Käsi

### Cheats and Hidden Characters

The following tricks are to be done during the Character Loading Screen and can be done in the Versus and Practice Modes only.

**Big Head:** Hold the Select button during loading.

**Super Deformed:** Hold the Select, Down and X keys during loading.

**Tiny Mode:** Hold Select, Down, X and R2 buttons during loading. The following characters or arena select features can only be unlocked if "Options Menu at Continue" in the Options Menu is set to "No," which is the default setting.

**Unlock Darth Vader:** Play through Arcade Mode with Luke Skywalker on "Standard" or "Jedi" difficulty. Unlock Stormtrooper: Play through Arcade Mode with Han Solo on "Standard" or "Jedi" difficulty.

**Unblock Jodo Kast:** Play through and win against seven or more characters in "Survival Mode."

**Unblock Slave Leia:** Play through Arcade Mode with Princess Leia on "Jedi" difficulty.

**Unblock Mara Jade:** Hold the L1, L2 and R1 buttons as you enter Team Mode on "Jedi" difficulty. After the computer selects the characters, you will see "Battle for Mara Jade." Win the battle and she will be released.

**Unblock the Ability to Select Arenas:** (Practice and Arcade only) Play through Arcade Mode with Chewbacca on "Standard" or "Jedi" difficulty.

## Test Drive 4

### Reveal Hidden Characters

At the Mode Select Screen, highlight the Practice Mode and press

Start, Up, Right, Down, Right, Start. You will hear a sound to confirm that it worked, and you will see "Here comes a new challenge" on the bottom of the screen. This trick reveals all of the hidden characters, which include Evil Ryu, Killer Hakuto, Cycloid Gamma and Cycloid Beta. You will be able to play as all of these characters in every mode of the game!

(\*Note: This trick works on the Japanese version of the game and is subject to change.)

### New Cars and Backward Tracks

Choose a One-player Race from the Main Menu and choose a Drag Race from the Race Menu. Now choose a car and win the race. You will set a new record for the race. When the "Race Again" Menu appears, choose "Quit." Now put in your name as **KNACKED** for backward tracks, or **SAUSAGE** to get four new cars (GTSR, TVR 12/7, Pitbull Special and a '69 Dodge Daytona). The new cars and tracks will appear in the Single Race Mode only.

## Tomb Raider II

### Multiple Codes

These codes must be entered while in the middle of the game. Find a flat surface and follow the movements carefully for each of the tricks listed:

**Level Skip:** Step Left, Step Right, Step Left, Step Back, Step Forward. Turn around three times and then do a Forward Jump and immediately press the Roll button to get the level end cinema.

**All Weapons:** Step Left, Step Right, Step Left, Step Back, Step Forward. Turn around three times and then do a Backward Jump and immediately press the Roll button to get all weapons and plenty of ammo and items in your inventory.

**Exploding Lara:** Step Left, Step Right, Step Left, Step Forward, Step Back. Turn around three times and then do a Forward Jump and immediately press the Roll button. Lara will explode and you will have to begin the game again.

**Get Rid of the Butler:** Go into the kitchen and open the freezer. When the butler follows you in, jump over him and close the door behind you. He won't be able to get out and you can walk around without him following you.

## Treasures of the Deep

### Gameplay Codes

To get the effects of the following codes, you must start a game and pause it as soon as you can. From the Pause Screen enter the codes. You will hear a chime when you have entered the code correctly.

D=Down, U=Up, L=Left, R=Right, X=X button, S=Square, T=Triangle, C=Circle

**All Equipment:** D, X, L, S, U, U, T, T, R, R, C, C, L1, L1, L1, L1, R1, R1, R1, R1, L2, L2, L2, L2, R2, R2, R2, R2.

**All Missions Available:** D, X, L, S, U, U, U, T, T, R, R, C, C, D, R, U, L, T, X. **All Complete:** D, X, L, S, U, U, T, T, R, R, C, C, S, X, X, S, T, T, T, S, X, X, X.

**All Weapons:** D, X, L, S, U, U, T, T, R, R, C, C, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2.

**Banana Bombs:** D, X, L, S, U, U, T, T, R, R, C, C, X, U, U, T, D.

**Complete Current Mission:** D, X, L, S, U, U, T, T, R, R, C, C, T, T, T, D, D, D.

**Double Time on Shark Attack:** D, X, L, S, U, U, T, T, R, R, C, C, L2, L2, L2, R1, R1, R1, R1, L1, L1.

**Extra Continues:** D, X, L, S, U, U, T, T, R, R, C, C, R2, R2, R2, L2, L2.

**Extra Gold:** D, X, L, S, U, U, T, T, R, R, C, C, R1, R1, L2, R1, R2, L1, L2.

**Get Tablet Piece:** D, X, L, S, U, U, T, T, R, R, C, C, L1, L2, L1, L2, S, C. **Hunting License:** D, X, L, S, U, U, T, T, R, R, C, C, R2, R1, L2, L1.

**Infinite Air:** D, X, L, S, U, U, T, T, R, R, C, C, T, X, S, U, R, D, L. **Infinite Health:** D, X, L, S, U, U, T, T, R, R, C, C, T, X, X.

**No Currents:** D, X, L, S, U, U, T, T, R, R, C, C, R1, L2, R2, X. **Open All Doors:** D, X, L, S, U, U, T, T, R, R, C, C, X, T, S.

**Overhead Camera:** D, X, L, S, U, U, T, T, R, R, C, C, T, X, S. **Pass Through Objects:** D, X, L, S, U, U, T, T, R, R, C, C, R2, R1, L2, L1.

**Refill Air and Health:** D, X, L, S, U, U, T, T, R, R, C, C, S, S, C, C. **Reveal Map:** D, X, L, S, U, U, T, T, R, R, C, C, S, X, X, S.

**Super Speed:** D, X, L, S, U, U, T, T, R, R, C, C, R1, R2, R1, R2, R1, R2.

**Turn Off Crosshairs:** D, X, L, S, U, U, T, T, R, R, C, C, T, X, U, D. **Unlimited Payload:** D, X, L, S, U, U, T, T, R, R, C, C, T, X, U, D.

## Triple Play 98

### Vocal Credits

While in an Exhibition game, press and hold all of the top four buttons (L1, L2, R1, R2). While holding these, press the following buttons to access voice credits:

**Chuck Osieja:** Up, Triangle, Up, Square  
**Darren Stone:** Up, Triangle, Up, Circle  
**Michael J. Sokyra:** Right, Circle, Right, Square  
**Chris Johnson:** Up, Triangle, Up, X  
**Frank August:** Right, Circle, Right, X  
**Brent Nielsen:** Left, Square, Left, Circle  
**Pauline Moller:** Left, Square, Left, X

**Steve Rechtschaffner:** Left, Square, Left, Triangle  
**Ernie Patzel:** Right, Circle, Right, Triangle  
**Eric Kiss:** Up, Triangle, Up, Triangle  
**Duncan Lee:** Left, Square, Left, Square  
**Tony Lee:** Right, Circle, Right, Circle  
**Jon Spencer:** Up, Triangle, Up, Up.  
**Gary Lam:** Left, Square, Left, Left  
**Kirby Leung:** Right, Circle, Right, Right

## Warcraft II: The Dark Saga

### Many Cheats

These tricks will give you a huge advantage in this game. At the Main Menu Screen, choose a new game or load an existing one. After picking your campaign, you will start the scenario. Press Start to pause, and at the Pause Menu, move down and highlight the "Enter Password" selection. Press X, and you will see a Password Screen. Now put in one of the codes as shown below for various results:

**NSCRN:** Gives you the full map  
**GLTFRNG:** 100,000 gold, 5000 trees (repeat the trick as needed)  
**VLDZ:** 5000 units of oil  
**MKTS:** Faster building  
**DCKMT:** Upgrades everything to the best  
**VRYLTL:** Gives you all the spells  
**TSDDYTD:** Invincibility (one-hit unit kills and few-hit structure kills)  
**THRCNBNL:** See the end of the game

# gear

gadgets, electronics, arts and recreation

## Sony FD Triniton Television

**M**anufacturers incorporate all kinds of gimmicks into TV sets which are moderately enjoyable, but usually trivial. Sony's new line of FD televisions are definitely not in that category. FD stands for Flat Display and boy, is the screen flat. Most conventional TVs are slightly rounded horizontally and vertically with Sony's own TVs suffering from a certain amount of horizontal bending. The rounding on screens produces a picture that is

not completely crisp from corner to corner, so details on the outer edges are softened. Sony is touting this as a more accurate representation of what you should really be seeing. *OPM's* first-hand viewing of the unit in action left the staff impressed. They had a demonstration with one of their standard TVs which produced the same picture quality as the FDs with the only difference being the shape of the screen. Of course, the FD's picture came out on top with a more natural look. It was more like looking out of a window than watching a screen. For gamers, this means a better picture presentation with no loss of graphics on the outer edges of the screen. As you can see in



Figure A, the new TV screen is completely flat which is now possible with new glass materials. Figure B shows a graphic representation of what happens to an image on a standard set and how it would look on the FD. The flagship 36-inch screen model is set to be released later this year for about \$2,499 (MSRP).

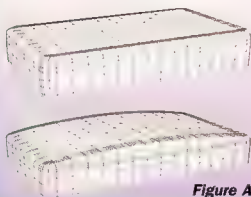


Figure A

On a normal picture tube, the signal can "stretch" at the edges of the screen. A flat screen prevents this.

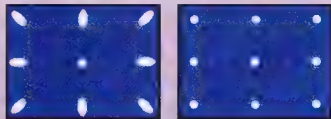


Figure B



## Sony HDTV

**Y**ou've heard the buzz about HDTV, but what does it mean to your gaming needs? A whole lot, believe us. All HDTVs will be compatible with current NTSC television signals. This means you'll be able to plug your PlayStation into one. The big news is that any NTSC signal

displayed on the HDs will be pumped up depending on the make and manufacturer. According to Sony, their technology will allow them to convert NTSC signals into digital format resulting in a richer picture. HDTVs will be coming your way later this year and you can bet we'll be here giving you the real scoop on it.





TM

## A nime Video

### Fire Emblem

Based on the Fire Emblem series by Nintendo, this series follows the game's characters through two episodes of supernatural and medieval action. The story is dramatic, and moves at a good pace. For those who like more swordplay in their anime, *Fire Emblem's* a good bet. —**ADVision** \$19.95 (sub) Approx. 60 minutes



### Ayane's High Kick

A mix of comedy and action, *Ayane's High Kick* follows student Ayane as she tries to attain her goal of becoming Pro Wrestling Queen. After failing miserably, she trains as a kickboxer and quickly becomes the target of other up-and-comers. *Ayane's High Kick* isn't anything to shout about, but provides a nice diversion for those who like battlin' anime babes.

—**U.S. Manga Corps** \$19.95 (dub) Approx. 60 minutes



### Ranma 1/2

Having not followed *Ranma 1/2's* video releases since the middle of the second series, this tape was a welcome refresher course in the ways of the Anything Goes Martial Arts technique. If you haven't seen *Ranma 1/2*, you're missing what is probably the best anime TV series yet. But start from the beginning—the story line is a bit confusing at first (you'll see).

—**Viz** \$19.95 (dub) Approx. 52 minutes



### Red Hawk

Manga Entertainment's second Korean animated import is much better than their first (*Armageddon*). This Superman-in-days-of-old story combines mythical and supernatural elements in a very accessible story. When the people are threatened by evil, Red Hawk shows his face (much like Superman), and vanquishes his foes while saving his brother. —**Manga Video** \$19.95 (sub) Approx. 90 minutes



### Maison Ikkoku

If you're a fan of Rumiko Takahashi's most popular series, *Ranma 1/2*, you might be surprised at *Maison Ikkoku's* more dramatic pace. Still, *Maison Ikkoku* has become a favorite with its touch of comedy and drama. The "relationship" between Manager Kyoko and Godai is not only a source of many a laugh, but also one that is easily identifiable (though the story is uniquely Japanese). Now if they'd release the tapes quicker! —**Viz** \$19.95 (dub) Approx. 52 minutes



## G adgets



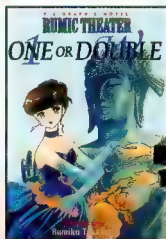
Will the digital pet craze ever die? Not just yet if Sony has anything to say about it. SCEI has announced the development of a miniature personal digital assistant which can download data from PlayStation games. The unit will also be able to play games (not PS games) and other functions that little handhelds usually offer. Information can be exchanged

from one PDA to another via an infrared communications function. Sounds snazzy. The units will be out in Japan later this year and are expected to come to these shores soon after.



## M anga books

Rumiko Takahashi's work goes past the pages of *Ranma 1/2*, *Maison Ikkoku* and *Urusei Yatsura*. If you haven't read a Rumiko Theater manga collection, *One or Double* is a decent place to start. A collection of more than a half dozen miniseries, it combines action, mystery and romance in one package. There's plenty of signature Takahashi style here, including a story about a boy who turns into a dog when his nose bleeds (and since he's a boxer, that's a lot). Viz Comics does a great job translating the stories to English, too. If you're a Takahashi fan, or just like reading great manga stories, check out *One or Double*.



# Next Month

In the Official U.S. Playstation Magazine

## SCEA's Gran Turismo

Our editor in chief, Wataru Maruyama, flies to the Land of the Rising Sun to attend the annual Tokyo Game Show. He will then head out to SCEA to get an exclusive interview with the developers of Gran Turismo, soon to be a hit on the U.S. shores.

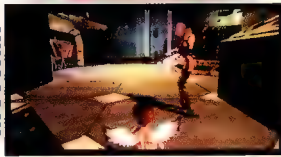


## World Cup 98



## PREVIEWS

### Messiah



## Win ASC Games and Anime Videos

### TOP 10 MOST WANTED SWEEPSTAKES

**Official Sweepstakes Rules:** To enter, send a letter or standard size postcard containing your name, address, and phone number together with your list of 10 most wanted video games to Top Ten Most Wanted, Official U.S. Playstation Magazine, 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148 or email it to [dirtdingo@earthlink.net](mailto:dirtdingo@earthlink.net) or fax it to (630) 916-7227. No purchase or payment of any money is necessary to enter. One entry per household per month. Entries must be received by the 10th day of the month for the next available issue of OPM. All entries become the exclusive property of ZifDavis and will not be acknowledged or returned. ZifDavis assumes no responsibility for lost, mutilated, late, illegible, incomplete postage-due, or misdirected entries. Sponsors reserve the right to cancel this contest at any time with appropriate notice. Only one prize per family, organization, or household per month.

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**5. Winners:** or their legal guardians shall sign an affidavit of eligibility/release of liability/prize acceptance within 5 days of receipt of forfeit prize. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, an essay prohibited by law. Neither ZifDavis, Inc., ASC Games nor their respective affiliates, subsidiaries, divisions, or related companies are responsible or liable for any damages, taxes, or expenses that consumers might incur as a result of this contest or receipt of prize.

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**2. Prizes:** One Grand Prize winner will receive one (1) video cassette of anime. Grand Prize has an approximate retail value of \$25. Winners shall be determined by a random drawing of all valid entries by OPM editors whose decisions are final.

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**6. For a list of winners,** send a stamped, self-addressed envelope identifying the month for which the winners list is requested to Import Games Video, Inc., 1920 Highland Avenue, Suite 222, Lombard, Illinois 60148. Allow 4 weeks for delivery of winners list.

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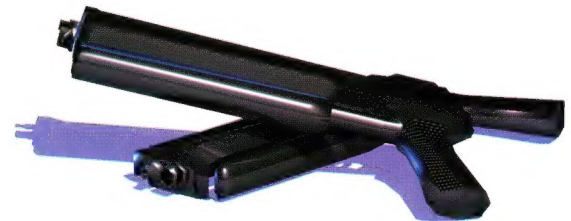


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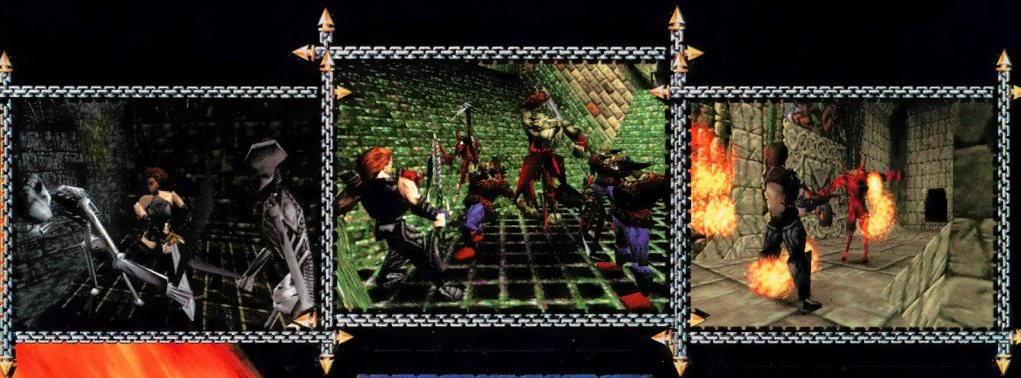


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